

Official magazine of Warzone and Chronopia tabletop games and miniatures

The Dwarven Labyrinth - The Holy Redemption - The Dark Lord's Promise

CHRONICLES



WARZONE



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Well, we've struggled through to the second issue now and nothing seems to have burst in flames or exploded, so we're all in rather high spirits around here. Of course there have been some tales of great tribulation and colossal inconvenience, and spookily enough both tales I have to tell involve airport baggage handlers. First up was our language co-ordinator bloke Luca. He was looking after the return carriage of a goodly amount of studio miniatures from the Lucca Comics Convention in Italy and gave them over to the baggage handlers for the flight home to Edinburgh. It was to be two days after we actually expected them to turn up before we saw them again. The second tale also originates from the Lucca convention when Mark McNaught, who'd remained in Italy for an extra week to soak up some rays, returned home he was short of a considerable amount of clothing. Ulti-

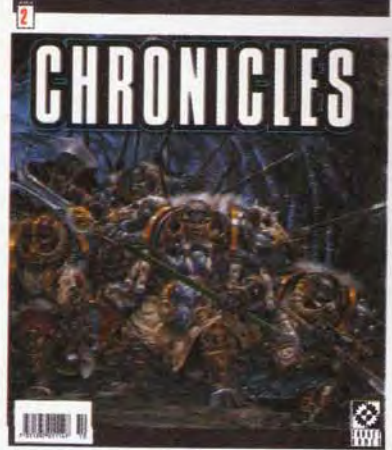
mately, dear reader, I-yes me- have been the victim in all of this, because a) I had to reorganize my photography schedule due to the missing models, but more importantly b) I share an office with Mark McNaught and all I got from him until his kit turned up were complaints about chafing and rough-weave pants. So, I suppose you'll be wanting to know about this magazine lark. Well, there is a distinctly earthy, musty smell about this issue and we suspect it has something to do with all those Dwarves. What with the battle report, painting guide, terrain workshop and Labyrinth feature there's a fair amount to be going on with for all you beast clan fans. Anyway that about wraps up my bit.

Take it easy.

Mark Brendan

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your English isn't too atrocious to print, we'll even tidy up your manuscript for you, giving it the gleaming ultra-professional finish you'd expect from New Era Chronicles.

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Bulletin Board



Venus: Bauhaus Forces of War

➡ Target Games proudly presents (apologies to those of you expecting to see it in December, we got a tad delayed-Ed.) the first of the Forces of War supplements for Warzone. Venus: Bauhaus Forces of War contains an in depth look at Venus, the jungle planet and Bauhaus, the corporation who have made it their stronghold. It includes new rules for night fighting and jungle terrain, a comprehensive army list and new troops types for Bauhaus, and beautifully illustrated campaign histories.



Capitol Purple Sharks

➡ These low-level flyers act as reconnaissance vehicles for Capitol's ground forces and are drawn from the Capitol Air Cavalry. Although not specifically designed for combat, they are capable of providing fire support with their twin LMG's and the passenger of this two-seater is armed as standard with grenades-so BLAMMO! goes troublesome enemy infantry.



Capitol Sea Lions

➡ The Sea Lions, sculpted by Roy Eastland, are a Capitol Special Forces unit who are experts in amphibious assaults and trained in Jungle Fighting techniques. They were originally formed centuries ago to assist in the Venusian Crusade against the Dark Legion and to this day there is a permanent garrison stationed on Venus.



Warzone release

➡ **Mars: Capitol Forces of War** is the second **Forces of War** supplement for Warzone 2nd edition and provides all the information you need to play games on the planet of war. In addition to comprehensive rules for desert combat and trench warfare, this supplement will contain an extended army list for **Capitol** with new troop types and equipment. The defenders of the free market are about to receive the ordnance they need to enforce liberty.



"green", so called because the modeling putty used is... well, it's green innit?

Forthcoming releases

➡ Sometime in the future (we can't tell you when, we'd have to kill you. *Rules is rules- Ed.*) we'll be releasing a boxed set of these rather smart Mishima type blokes by Kev White. This is an early stage in the process of creating a Bushido Samurai Leader known in the trade as a



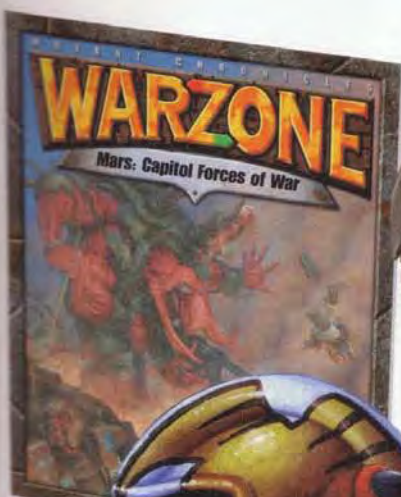
Bauhaus Mounted Hussars

➡ These dense jungle specialists are invaluable to Bauhaus intelligence in their role of keeping open communications channels through some of the most inhospitable terrain known to man. More often than not required to work unsupported in hostile territory, the vicious Saurian mounts and machine pistols of the Mounted Hussars mean they are capable of holding their own in the sort of close-in fighting common to overgrown

jungles. And if they run into something a bit more unpleasant, they wield anti-tank capability in the form of explosive tipped lances.

Bauhaus Vulkan Battlesuits

➡ One thing Bauhaus engineers have learned about the planet they call home is that large armored vehicles, tracked or otherwise, have a hell of a time getting anywhere. One of the answers to this is armored walkers, or Vulkan Battlesuits as they're commonly known, piloted by one combat veteran and acting as a platform to deploy a variety of state of the art heavy weapon systems.





Chronopia release

The Dwarven Labyrinth is the fourth geographical supplement for Chronopia, though this location is rather different to the ones that preceded it. The area dealt with in this book occupies the same space as all of the previous maps of Chronopia combined, but underneath them. From the magnificent Dwarven engineered structures of the Ringholds to the spectacular natural beauty of crystal forests and underground seas, The Dwarven Labyrinth details the landscape of this strange underground world. Also contained in this supplement are rules for combat in the darkness below Chronopia, subterranean hazards, and new troops for not only the Dwarves, but also the Devout, Firstborn and Stygian. For more details see the Dwarven Labyrinth feature later in this magazine, also "A Darkness Beyond" battle report.

↓ Soulflayer



Flying Dragonbane

Flying Dragonbanes are terrifying winged reptiles used as mounts by prestigious nobles from the Elven Houses of Chronopia. This impressive model was sculpted by Kev White and is a very worthwhile addition to any Elven force, providing an excellent fast attack element. As you can see, an aristocrat from the House of the Obsidian Serpent is riding this one.



Lucca Convention

➡ The Lucca Comic Convention is a biannual event, taking place at the ends of March and October every year in one of the oldest fortified towns in Europe, Lucca in central Italy. This year we sent along our intrepid figure-painting explorer Mark McNaught, and our language co-ordinator Luca Bernabei, to do some demo-ing of our new stuff. And everyone had a great time by all accounts. As well as the event staff for having us, thanks go out to 21st Century Games for organizing all of our stands. Thanks guys.



Frontline Competition

It's time to win a 1,000 point army again. This time we have a Warzone army up for grabs and all you have to do to win it is read the following text, study the diagram and compose your answer:

Location: The Last Homely Bar, Mars

Time: 03.56 AM Local Time

Temperature: Typical bar Temperature

Systems: Nominal (if somewhat groggy)

Capitol Exceptionally Equipped Covert Operations Specialist M.C Gyver had just finished a table full of drinks in the Last Homely Bar on Mars when he was hailed on his radio:

"Come in Gyver, this is HQ"

"Whu' yu' wan' bossie?" the Exceptionally Drunk Covert Operations Specialist replied.

"You have a new mission M.C Gyver. You will find your objectives and special equipment in a cardboard box in the water barrel out behind the bar. The box is likely to start dissolving in 5 seconds. HQ out."

"Huh? Box? Wha' u mean? Ah, right! Hooray... Paper box in water! Very funny..." Then it all dawned on him. The HQ people would actually go to any lengths to deliver his mission in a different manner every time. This newly found wisdom and the brief sprint to the water barrel behind the bar sobered him up and he already started to make himself promises as he unpacked the soggy (and slightly runny) mission and equipment box.

"I will never drink 26 cans of Bergstein's 12 X again, I will never drink... hey! What's all this?"

The source of his amazement was the fairly unconventional equipment in the box together with a note saying: "You have been issued alternate equipment due to current departmental changes. We have

complete faith in your abilities to complete the enclosed mission with this equipment." Upon reading this, M.C Gyver started to assemble the assorted rubber bands, pieces of string, empty matchboxes, 3 rolls of silver-colored gaffer tape and other handy sundries in a way that only M.C Gyver can...

Location: Some old desert fort, Mars

Time: 04.01 AM Local Time

Temperature: Damn cold

Systems: Nominal

5 minutes later M.C Gyver had assembled his equipment, moved himself by rocket-power in his scratch-built Covert Operations vehicle into the middle of the desert and terminated just about everything except his mission objective and its bodyguards. The object of his mission, the dreaded Lord Vrax, Nephrite of Il-ian was hiding behind a ruined fortress wall. Vrax was in a couple of seconds going to open a major gate to some unpleasant dimension and the only one that could stop him was M.C Gyver.

It's now up to YOU to stop Vrax from opening the gate by using every means available. M.C Gyver has the characteristics of a Covert Ops. Specialist and the following equipment: a Capitol

HMG, a Capitol GL, 2 paper clips, a souvenir machete, a broken light bulb and 3 kg of multicoloured chewing gum. He's only got 3 Actions before Vrax does his business. Vrax has only got one Wound left but all the other enemies are unharmed. All you have to do now is to recreate the defeat of Vrax using all or some of the following dice rolls (which apply to both Gyver and the enemies) and moving Gyver where appropriate: The dice rolls are 1, 2, 3, 4, 5, 13, 14, 15, 16, 20. Good luck and may the

most original, bizarre and above all funny account win!

Send your accounts, including how the dice rolls were used, along with the army of your choice to the address below.

Frontline Competition Number 2

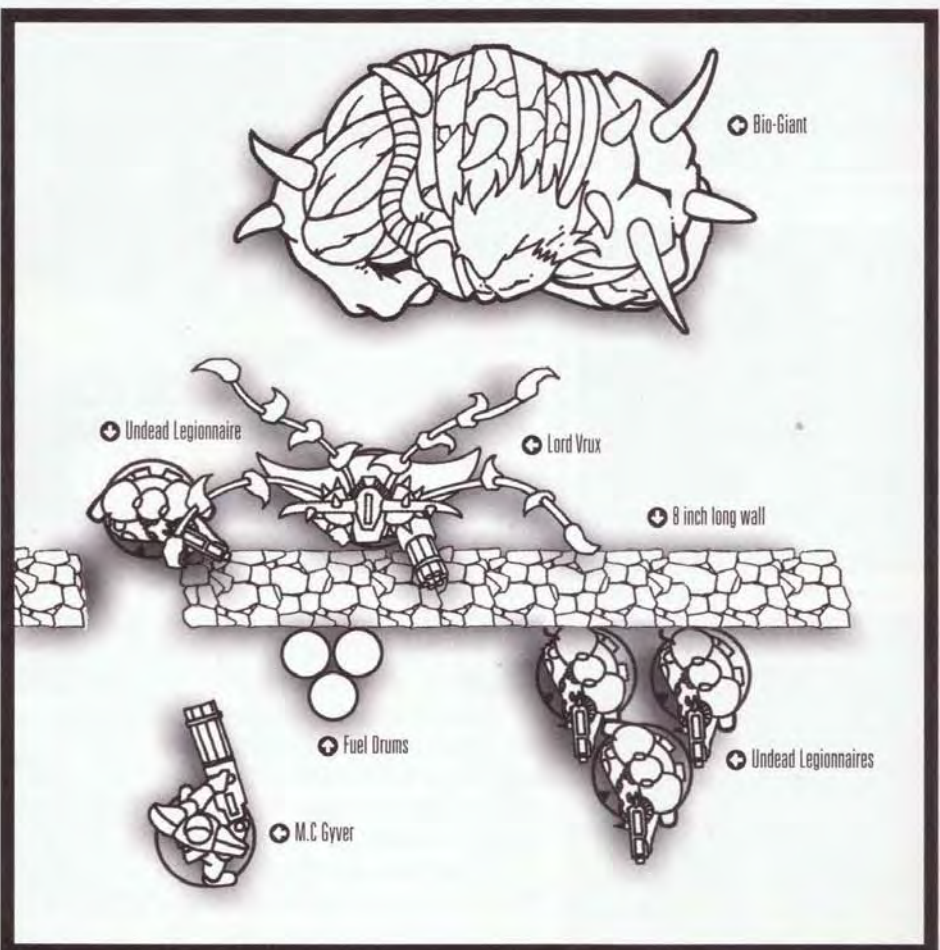
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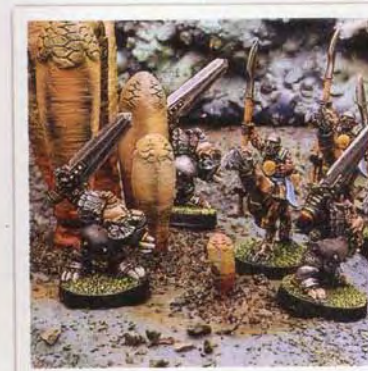
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CHRONOPIA

The Dwarven Labyrinth

THE DWARVEN LABYRINTH IS THE FOURTH SUPPLEMENT FOR THE CHRONOPIA TABLETOP GAME AND INCLUDES:

- 88 PAGES FULL OF MAPS, DIAGRAMS, HIGH QUALITY PHOTOGRAPHS AND ADRIAN SMITH'S ARTWORK
- THE CONTINUING ILLUSTRATED TIMELINE OF CHRONOPIA, AS WELL AS IN-DEPTH INFORMATION ABOUT THIS FANTASTICAL UNDERWORLD
- NEW CARD SYSTEM FOR SUBTERRANEAN HAZARDS
- ADDITIONAL TROOPS FOR THE DWARVES, DEVOUT, STYGIAN AND FIRSTBORN
- FULL-COLOR DIE-CUT CARDS AND TEMPLATES

RELEASE: FEBRUARY 1999

NO: 2007

PRICE: RRP UK: £15.00 US: \$22.95



Deep beneath the surface of Chronopia there exists another world. It is a place of honeycombing tunnels and vast subterranean plains where strange, eyeless things delve and scurry and pallid fungi bloom. There are mineral forests to rival the organic ones of the upper world in their crystalline beauty, fuelled not by the life-giving light of the sun, but by the perpetual union of water with the elements of earth. And there are bottomless pools where curious aquat-

ic creatures cruise the freezing black waters, growing to undreamed of sizes in the cocoon of the ground. The Dwarves made this realm their own, extending the network of subterranean pathways, opening new chambers and spreading their empire far beneath the trading routes and scrutiny of the other races.

But with the Wilding came a time of tribulation for the Dwarven people, which necessitated the closing of the Titan Seals, forever barring the secret tunnels linking

the Ringholds. A desperate sanction that has disrupted Dwarven trade and communications ever since, but better that than expose their realm to attack from the new threats teeming in the belly of the Labyrinth. Antediluvian Devout atrocities, Stygian invaders, Dragonbanes, and other things too foul and bizarre to mention are all encroaching.

The Dwarven Labyrinth for Chronopia TTG introduces us to this breathtaking and terrifying underworld. This book contains



Dwarven Fire-Thrower Team

rules for fighting in the pitch darkness beneath the ground as well as the hazards facing any army foolhardy or desperate enough to enter the Labyrinth's tortuous rock maze.

Silo the Fungus Gatherer had never been in this part of the labyrinth before, but the pressures of his business forced such risks upon him. The wizened old Vulture Clan Dwarf bent his back to the task, groaning luxuriously as he harvested the delicate, long stemmed mushrooms from such cracks in the rock where soil existed. Far above his gleaming pate, the blazing sun baked the dry sand of the Land of Two Rivers, but down here there was water and if one knew where to look, mushroom pastures. Silo had to come down this far because his back stabbing fatherless sons of sand vipers apprentices, Malk and Ferd had sold out to the Blackblood, cleaning out the upper pastures to pander to the



CHRONORIA: THE DWARVEN LABYRINTH



© Soulflayer

whims of some fat Ogre Vizier. As a direct result of their treachery he had to risk his life in deeps that were traditionally avoided. It was the lack of honor that disturbed Silo the most, after all, the decent thing to do would have been to give an old Dwarf who'd shown them the ropes a share of the frankly ludicrous profits. Damned thirtysomethings, what were youngsters coming to these days.

Silo momentarily forgot about his troubles though, for his long search had paid off as his torchlight fell upon one of the most splendid specimens of fungus he had ever laid eyes on. Tall, with a broad,

unblemished cap on top of a sturdy stalk, was what had to be the ultimate cave mushroom. As he was drawn closer by the perfect vision Silo saw that there were more, many more in fact, beyond the first one he had seen. Far too many for him to carry home so he decided to eat his fill first. He approached eagerly, seizing up the prize, and just as Silo was closing his eyes in anticipation of sinking his teeth into the mushroom his world turned upside down. He had failed to see the filamentous roots climbing up the wall from the patch, and Silo



CHRONOPIA: THE DWARVEN LABYRINTH

was suddenly dragged from the floor by something huge. Screaming like a baby the old fungus gatherer was yanked up and enfolded by massive walls of leathery flesh that rasped the skin from his body on its rough surfaces. Below him, the domes of the lovely mushrooms he had found turned vivid red, and waved from side to side, absorbing the gushing rain of blood that triggered their breeding cycle.

Since the closing of the Titan Seals much of the Labyrinth has fallen into disrepair. Many miles of caverns and tunnels have returned to the wild and have been claimed once more by the Feral Dark that lies between the ringholds. The Feral Dark is like a malignant ocean eating away at the borders of the Labyrinth, constantly seeking ways to erode and bring down the works of dwarvenkind. Only the Titan Seals can hold it back and they are set at strategic points close to the ringholds allowing them to be sealed off in times of dire need. But what good is the strongest door when treachery holds the key?

Far from their homeland in the south the Horned Ones fight an isolated war against Nemeth's horde. They use their intimate knowledge of the underworld to their advantage and they believe themselves to be secure. Titan Seals block all major routes into the ringhold and what other minor routes exist are heavily guarded. They feel secure in their subterranean fortress for they have no way of knowing the size of the army Nemeth is sending against them.

It took the Dark Prophet almost a year to recover from the defeat at the Wall of

Ages when the Sons of Kronos decimated his army. But now his armies are massing again and he has turned his attention to the insolent dwarves who seek to challenge him at the very heart of his domain. Nemeth reached into the Dusk Realm and drew forth hideous creatures perfectly suited to battle in the lightless underworld, the giant Abyss Crawler, the sinister Shadow Stalker and the terrifying Soulslayer. Horrific demons to lead the forces of the Devout as they descend into the Labyrinth.

The darkness of the Labyrinth is fading to black as the Devout close in to engulf the dwarves. They are too few to survive for long and the great armies of the dwarven Clans lie many leagues to the south. But they are dwarven folk defending their homeland and they will not despair.

They will fight and they will die but they will not despair.

"The world of Chronopia echoes loud with the ravages of war. I hear it through the rock; I taste it in the bubbling springs, for the water is tainted with the copper taste of blood. And when the dead are buried or trampled in the mud they become one with the earth and their spirits walk with me and together we haunt the fathomless depths of the place that I call home."

"All you know is wind and rain and sun and snow. But there is a world beneath the light of day. A world of wondrous beauty and endless darkness, where underground plains extend as far as the eye might see and subterranean rivers carve channels through the living rock. Where mighty waterfalls fall a thousand feet in

utter blackness and thunder into pools, black and deep and cold as death. Where vast lakes lie calm and smooth like glass with no wind to stir the perfect stillness. Where the music of falling water chimes above the groaning of the earth. There are a million miles of twisting tunnels that have never known, nor ever shall know the touch of sunlight and they do not miss it, but glory in the darkness that holds them safe."

"And yet, even in the bowels of the earth there is light. Deep chasms lit with fire and boiling pools that pulse with the ruddy glow of molten rock. Rivers of lava flow for miles before being swallowed once more by the mantle of stone. Even the deepest caverns can shimmer with the light of shining gems and luminescent fungi thrive in the netherworld pushing back the darkness with their organic light. Glowing lichen covers the rock in a creeping iridescent skin and tree fungi raise their grotesque caps like lanterns in the dark. Nearer the surface and broad shafts of light pierce the shadows as the light of sun and moon pours through cracks in the earth's crust."

"This is the underworld of Chronopia, a hidden realm where enormous caves could swallow the largest palace and an army could march for days across the sandy floor of a vaulted cavern. This is a world where terror lurks beneath the crushing weight of mountains and the specter of death wears a thousand shadowed faces."

"This is the realm of the dwarves and I watch as they venture once more into the Feral Dark."



Axe-Horn Warrior Leader



Horn Skull Champion



Axe-Horn Warrior



Swordsmen Leader



Horned Raider





➔ Ensure that all foreign objects are removed from the Dwarf's beard before you begin.

PAINTING

The Dwarf Dark Tusk Hero

By Mark McNaught



Materials

- Paints and brushes.
- A scalpel or modeling knife with replaceable blades.
- A selection of small "needle" files.
- A small bottle or tube of superglue.
- As we will be using acrylic (water based) paints, all we need for rinsing

our brushes is a small jar of water and some old rags or paper towels to clean and dry them.

- Something to mix paint on. A glazed tile or piece of plasticard will suffice (preferably white, to let you judge the color of paint more easily).
- Some modeling putty.

- Other tools, such as pliers and cutters are useful but can be added to your collection at a later date.

**STAGE 1**

Using a craft knife or scalpel, carefully remove all of the flash on the model. Remember to always cut away from yourself. Either scraping with the scalpel or gently rubbing with a needle file will remove mould lines.

STAGE 2

Find a well-ventilated area such as an open fronted garage, and apply two even coats of black spray undercoat. When this has dried you can tidy up any gaps with Mortis Black.

1.



2.



3.



4.



5.



6.



7.



8.



9.



10.



PAINTING THE DWARF DARK TUSK HERO

STAGE 3

Flesh - The Dwarfs have a slightly darker, more weatherworn look than the Firstborn complexion so instead of Graviton Tan, use a solid base coat of Wolfbane Leather.

Gloves - Give the gloves one coat in a watered down Nephrite Red. Layer up a second coat but only on the raised areas to define the shadows and highlights.

Trousers - Apply one coat of watered down Ilian Blue.

Boots - Give the boots one coat of Tree Bark Brown.

Beard - Prepare a Pretorian Grey/Black Ink mix and give the beard one coat.

Pick Axe Handle - Apply one coat of Jungle Green.

STAGE 4

Flesh - Apply Graviton Tan to the more prominent areas on the face and head, then carefully draw the paint out, leaving a solid Graviton Tan on the highlights.

Gloves - Paint a final layer of Nephrite Red on the highlights.

Trousers - Water down some Bauhaus Blue and paint in the highlight.

Boots - Begin to highlight the boots in Demnagonis Brown.

Beard - Give the beard a fairly heavy dry-brushing in Pretorian Grey, leaving more paint on the brush than you normally would.

Pick Axe Handle - Paint a single, fairly thick line in Centurion Green along the handle.

STAGE 5

Flesh - Start to bring the highlights up using a Graviton Tan/Luna White mix.

Gloves - Highlight the raised areas on the gloves in Mishima Red.

Trousers - Finish off the trousers by picking out the sharper highlights in Semai Blue.

Boots - Sharpen up the highlights on the boots in Wolfbane Leather.

Beard - Give the beard a lighter dry-brushing in Armor Grey.

Pick Axe Handle - Paint a single, slightly thinner line, in Scrub Green along the line of Centurion Green that you applied in stage 4.

STAGE 6

Flesh - Pick out the sharper highlights on the face and head in Legionnaire Flesh.

Gloves - Sharpen up the highlights in Desert Rust paying close attention to the knuckles.

Boots - Add a final sharp highlight to the boots in Vega Sand.

Beard - Give the beard a single, very light drybrushing in Luna White.

Pick Axe Handle - Add a highlighting line

in Venusian Green along the handle. Also note the highlight placed on the butt of the shaft.

Eyes - Ink in the eyes with Black Ink.

STAGE 7

Fine detail designs

Sometimes when you look at a miniature you will see a very fine design painted onto it, often outlined in black. To do this, imagine painting a red snake with a black outline on a miniature's arm. Instead of painting the red first and trying to paint a fine border around it, what you do is paint the shape of the snake in black first. Then very carefully you paint down the middle in red leaving a small amount of black showing around the edge. We shall be using this technique for the Tattoo on the Dwarf's face.

Tattoo - Carefully sketch the shape of the Dark Tusk Clan Tattoo in Black Ink as shown. The tattoo is like a pair of fangs curving up from each corner of the mouth with one coming down the center of the forehead and onto the bridge of the nose.

Gloves - Give the gloves a light drybrushing in Gehenna Orange to finish the highlights.

Plate Armor, Chainmail and Axehead - Apply a single coat of a Gunmetal/Mortis Black and Black Ink mix to the plate armor.

Pick Axe Handle - Add a touch of Foliage Green to the highlight closest to the hands and a point highlight on the butt in line with the highlight on the handle as shown.

Eyes - Give the eyes one coat of Ilian Blue.

Dark Tusk Symbol - Give the Dark Tusk Symbol one coat of Luna White.

STAGE 8

Tattoo - Carefully paint over the black shape of the fangs in Luna White leaving a fine border of black all round.

Plate Armor, Chainmail and Axehead - Begin to highlight the armor in plain Gunmetal keeping the edges light and the interior of each plate dark.

Brass Areas - These areas include the studs on the plate mail, the scale mail hanging from the figure's waist and the tusks on the head of the pickaxe. Give these areas a single layer of Tekron Bronze.

Eyes - Highlight the lower half of each eye in Bauhaus Blue.

Dark Tusk Symbol - Apply one coat of Nephrite Red.

STAGE 9

Tattoo - Over paint the white with

Nephrite Red but leave the fine black outline untouched. The white undercoat will give a bright finish to the red.

Plate Armor, Chainmail and Axehead - Highlight the very edges of each plate in Violator Metal.

Brass Areas - Highlight these areas using Temple Guard Gold.

Eyes - Paint a very fine line at the bottom of the eye in Semai Blue.

Dark Tusk Symbol - Highlight each pointed corner of the symbol in Gehenna Orange.

STAGE 10

Tattoo - Finish the tattoo by highlighting the edges of the red in a Gehenna Orange/Cartel Yellow mix. Once again be careful not to go over the fine black outline.

Plate Armor, Chainmail and Axehead - To finish the famous blue-steel armor of the Dwarfs, first paint each brass stud on the armor in Chocolate Brown Ink and leave to dry. Next, apply a wash to the entire plate armor in Dark Blue Ink, rubbing the ink off the raised areas with your thumb, while being careful not to smudge it onto any other parts of the miniature. Because the Dwarf armor is that much darker you may need to repeat this process a number of times to achieve the right effect.

Eyes - Water down a little Luna White, and with a fine brush (000 should be fine), place a white highlight to the front center of the eye trying to draw the edges transparent. If needed, apply a thin line of black ink around the eye again to redefine the edges.

Dark Tusk symbol - A final point highlighting in Cartel Yellow at the very tips.

And that is your Dark Tusk Hero completed. I hope you are pleased with your finished result. And that you have learned something along the way. The technique described in stage 7 can be applied in many different ways. If you find yourself facing a difficult challenge over some very fine detail, consider whether this technique might be used in some way to solve the problem. You can also try to develop this technique for yourself, who knows what you might come up with.

THE BASE

Simply cover the top surface with a layer of PVA and dip the base in some gritty sand. Tidy the edges of the base before the glue dries and when it has dried you can paint it in the colors of your choice. I used a base of Jungle Green, then slowly lightened this through Centurion Green, Venusian Green, Foliage Green and finally drybrushed it with a mix of Cartel Yellow and Luna White.

VARNISHING

To protect your figure, it is worth giving it a coat of varnish to stop the paint being chipped or worn. Matt or Gloss - it's your choice really. Many people prefer the more natural look of a matt finish though both do the same job. Both matt and gloss varnishes are available as either paint from the pot or cans of spray.

Cheers

Mark





WARZONE SCENARIO

The De Gama Tributary Incident

By Mark Brendan



This is a night fighting scenario fought on the dark side of Venus, and pits Max Steiner's Shadow Hunters and their Brotherhood allies against the Dark Legion minions of Algeroth. You'll need the following elements before you begin play:

- A copy of Venus: Bauhaus Forces of War.

- A good supply of jungle terrain (See New Era Chronicles Issue 1 for instructions on how to make this) or something you can use to represent it
- A river. Don't worry if you don't have a super-spangly modular river thing (although Garbage Can Alex assures us he'll get around to this in a forthcoming issue), just cut yourself

some lengths of blue card or paper to shape

- 750 points of Bauhaus Shadow Hunters including Max Steiner
- 750 points of Brotherhood including a Mystic
- 1000 points of Dark Legion Algeroth based force

⬆ If you're a real stickler for accuracy or if you just fancy having a permanent Shadow Hunter contingent in your Bauhaus army then young McNaught has the following to say about painting them. Of course the fact that this is a predominantly black miniature would, you would imagine, make the job remarkably easy. However, it's surprising how many people have problems highlighting black. The best way to go about it is to start off with a very dark blue, such as Ilian Blue mixed with Black Ink and Mortis Black, then keep lightening up the mixture with Luna White until you are almost finished. Do the final highlight in Armor Grey and add point highlights of Luna White. As for the insignia, just carefully paint these on in straight Luna White.



• Etoiles Mortant



• Etoiles Mortant Sergeant



• Shadow Hunter

Bauhaus Vulkan Battlesuit (front view)



Side view



Rear view



"State your co-ordinates and situation ground team, over."

"We're at 27 degrees and 34.9 minutes south, by 174 degrees and 18.2 minutes east, and we're approaching the rendezvous point now control, over."

"Any sign of the research team, over?"
 "Not yet. God's blood! What's that smell?" Bzzzz...

"Ground team? Are you there ground team? I think you're breaking up. Over."

"That isn't interference control. It's insects, the air's thick with them. We're proceeding east from the rendezvous point now, further into the undergrowth. Damn this darkness, I can't see a thing, over."

"Use your glow sticks ground team. Over."

"Right. That's better. Oh my god! Oh no... Retch, heuarrgh!"

"Ground team. Come in ground team. State your situation, over!"

Different voice: "Private Englemann here control! It's hideous! We think it's the advance team. Oh Jesus, what have they done to their..." GRRRRRAAAARGH!! (Sound of screams and small arms fire) "Dark Legio-aulgk!" (Static hiss)

"Ground team? Ground team? Ground team?"

"Ground team? Ground team? Ground team?"

Nictofloral Research Director Verkamp nodded his head and the white-coated assistant flicked the off switch on the

large reel to reel recorder set into the desk. Max Steiner deliberately planted his elbows on the rich, dark wood and rested his chin on steepled fingers, frowning his brow in consternation. A stern portrait of Duke Freidrich glared down upon the assembly.

"What were those co-ordinates again?" Steiner asked finally.

"Roughly twenty seven and a half degrees south by a one hundred and seventy four degrees east." Replied Verkamp.

"That's on the De Gama Tributary of the Undine isn't it? About five hundred kilometers from our current estimates of Dark Legion activity in the area."

"Quite so Major Steiner. And also a region of untold importance for bio-luminescence."



WARZONE SCENARIO: THE DE GAMA TRIBUTARY INCIDENT



Bauhaus Mounted Hussar



Side view

nescence research, so you can imagine the potential loss of resource and associated capital if the Minions of Algeroth were to establish a stronghold there."

The aging and vulture like Mystic Brother Mordecai, huddled within his brilliant white and red robes like a straw doll in a funeral shroud, piped up "When any ground is conceded to the forces of evil, then the cost to all of our souls far outweighs any material concerns."

"Indeed Brother." Answered Steiner, a dark smile revealing a single pearly canine, "This looks like a grave situation that will require the attention of the Shadow Hunters. I will arrange this, and if you could mobilize your forces to provide them with support, then we should soon have the area cleared for these scientists to carry out their work."

Army Selection

The allied force of Bauhaus Shadow Hunters is split into two contingents. The Brotherhood contingent is 750 points strong and must contain a Mystic (Brother Mordecai), otherwise use the normal rules for selection. The Shadow Hunters are 750 points strong too and must contain the personality Max Steiner, otherwise choose troops from the following list using the normal buying criteria:

- Ducal Militia
- Hussars, Hussar Kapitan, Hussar Kapitan HMG
- Mounted Hussars, Mounted Hussar Kapitan
- Jungle Kommandos, Jungle Kommandos Kapitan

- Venusian Rangers, Venusian Ranger Kapitan
- Etoiles Mortant, Etoiles Mortant Hero
- Jaeger, Jaeger Kapitan
- Vulkan Battlesuits, Vulkan Battlesuits Kapitan
- Strike Skimmers

The Dark Legion force consists of a 1,000 point Algeroth army chosen in the usual way.



Jungle Kommando TMS Specialist

Brotherhood Trooper Sergeant



Brotherhood Trooper LMG Specialist



Setting up

You'll need to clear a 6'x4' playing area and then set up the terrain on it as shown below:

Deployment

Make an Initiative roll to determine who places a unit first, then deploy the forces as usual, keeping the Brotherhood contingent to one side for now.

Getting underway

Roll a die to determine who gets initiative on the first turn. The objective of the Dark Legion is to avoid extermination at the hands of the allies, by escaping off the marked table edge. Units whose leaders are removed in this way are not considered to be out of command distance, as the chain of command continues as usual amongst the remaining models. Also

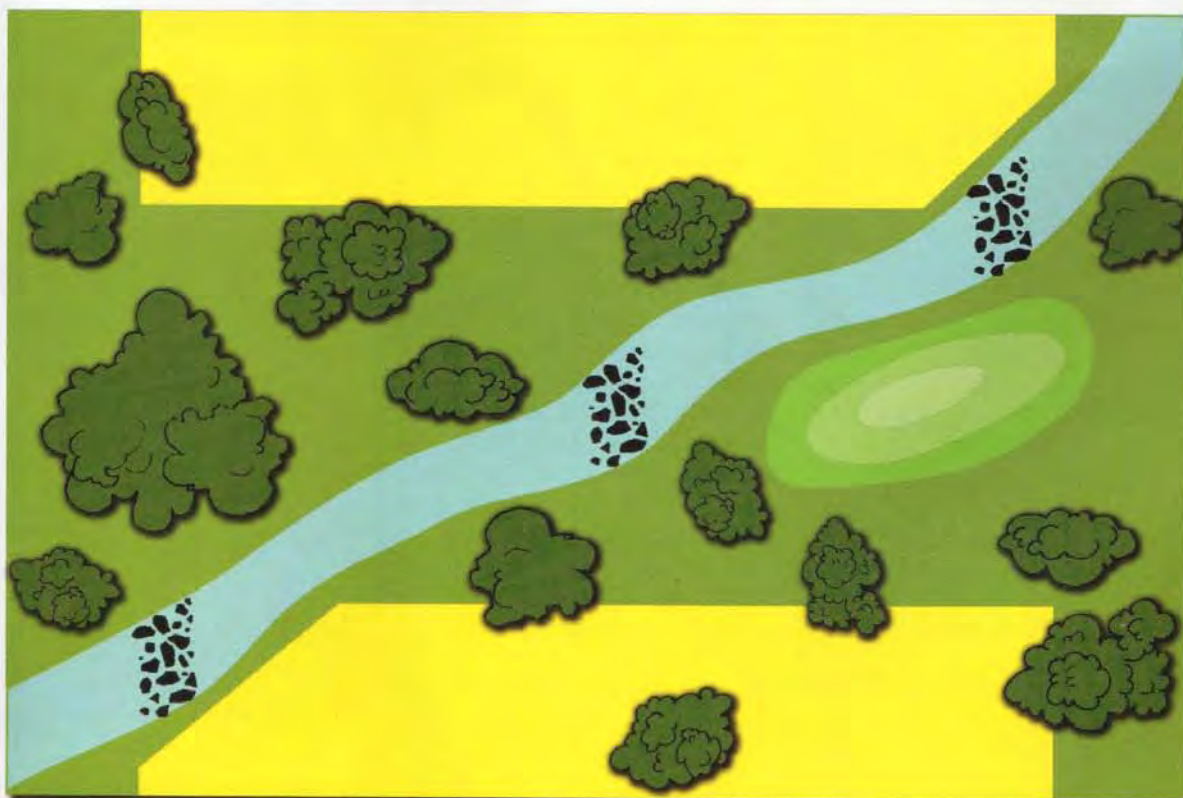
models that escape do not count towards making a unit take a Panic Test i.e. they are not casualties when they leave the board. Obviously the objective of the allies is to kill as many of the Dark Legion as possible.

During the first and on any subsequent game turns the allies may bring on one Brotherhood unit. Placing it on the board counts as its activation phase for that turn and it may not do anything else until its next activation.

Use the standard rules for Night Fighting and the Jungle Hazards Table from Venus: Bauhaus Forces of War when playing this scenario.

Who wins?

To calculate victory points simply work out how many points worth of Dark Legion escaped opposed to how many were lost. If more escaped then the Dark Legion wins, and if more were casualties then the allies win.





THE CHOSEN OF VRAX

Sample Ilian Force



This is an historical force dating back to some of mankind's earliest encounters with the Dark Legion. They were active during the Venusian Crusade, Cardinal Durand's total war against the forces of the Dark Soul on the jungle planet, which lasted from Y.C. 53 to Y.C. 91. The army's origin lies in the ruins of a relatively large agricultural town called Engelstadt, some halfway between Volksburg and Lubeck on Colonia. It is a tale of great treachery and malice, powerfully illustrating how humanity's weakness and greed are a far worse enemy than the most dangerous Necrotech atrocity.

Engelstadt was destroyed from within when heretics detonated a powerful explosive inside the local garrison and severed all the communications lines going from the town. With the community in total disarray and cut off from any hope of salvation, the Nephrite Vrax moved his forces against the cowed population. When what feeble resistance there was in Engelstadt had been crushed, Vrax began to organise

his power base with a feverish urgency. His first task was to convert the commerce center into a twisted hive of distortion chambers, in which he could convert living prisoners and the remains of his enemies into fresh troops for his expanding army. As the warping nature of Vrax's dark presence tangibly changed Engelstadt, it was renamed the Halls of Pulchritude by the cultists who had engineered the overthrow. It wasn't long before Colonia Command HQ and the relatives of the dead were missing the good people of Engelstadt. When military patrols and concerned citizens began turning up in small, easily vanquished numbers at first, Vrax realised that the time had come to make his move. The Nephrite poured all of his energies into the opening up of a rift, small and temporary at first in order to bolster his army with new demonic allies, but eventually he hoped to establish a Dark Citadel on Colonia.

By the time Vrax was into raiding other communities in the area, the authorities in

Volksburg realised that something was very wrong at Engelstadt. Ground patrols could get nowhere near the place, since Vrax's defences were much too clever, so aid was supplied by Capitol aerial reconnaissance under the direction of the Brotherhood. The air cavalry confirmed the worst fears of Colonia's administration and a campaign was launched against the invaders post haste using the intelligence gathered on Vrax's stronghold. In a climactic battle the combined forces of Bauhaus, Capitol's recently formed Sea Lions and the Brotherhood swept over Engelstadt and foiled Vrax's dream of conquest before he established a large enough power base to pose a serious threat. Vrax's body was never recovered after the assault, though he was seen to stagger into a building, badly wounded, towards the end. It is postulated that he escaped through a rift back to whence he came, though no one will ever know for sure.

This account of Vrax's campaign is based on the testimony of survivors from

High Templar



Ilian Templar Void Cannon Specialist



Ilian Templar



the Traitors of Engelstadt, the Acolytes of Ilian responsible for the overthrow of the town's administration. They surrendered and sued for mercy quite early on in the assault and were tried and executed sometime later at the Volksburg assizes.

The Fallen of Engelstadt

Squad Cost 155

The Fallen of Engelstadt comprise eight Undead Legionnaires and a Necromutant. These perverse mockeries are all that remain of the people slaughtered at the doomed town of Engelstadt. After the sacking of the prosperous agricultural settlement Vrax established his campaign base there and had the dead and survivors alike sent to the distortion chambers. The Fallen of Engelstadt were the first to emerge, stripped of flesh and their spirits long gone to be replaced by the pervasive will of the Dark Soul.

The Lost Patrol

Squad Cost 156

There are four Necromutants, a Necromutant Flame Thrower Specialist and a Centurion in the Lost Patrol. After the explosion that crippled Engelstadt's barracks, there were a small number of Militia survivors who mounted a determined counter-attack. This was hopeless of course, but it did serve to entertain Vrax in his unfathomably twisted Nephariite way and to reward their tenacity he had them taken alive. When his dis-

tortion chambers were completed the prisoners endured the most awful, unmentionable tortures and humiliations. They finally struggled out into the light of day again, altered beyond recognition to be nicknamed The Lost Patrol by the Traitors.

The Traitors of Engelstadt

Squad Cost 129

There are five Acolytes, an Acolyte HMG Specialist and an Initiate in the Traitors of Engelstadt. These wretches were ultimately responsible for Engelstadt's terrible fate. At one time soldiers in the Ducal Militia Garrison and privy to all of the security details of the town, these base heretics betrayed their own in favor of the Dark Soul. Initiate Ranzig and Acolyte Fleischer related the whole ghastly tale of the Engelstadt affair to Inquisitor Majoris Jacob at the assizes of Y.C. 77 before they were executed for heresy. The names of the various units in Vrax's operation come from their account of events.

Prefects of Disharmony

Squad Cost 233

The Prefects of Disharmony are five Ilian Templars, an Ilian Templar Void Cannon Specialist and a High Templar. These monsters came through the rift immediately after Vrax, when he first violated the solar system with his arrival. Because of this they are somehow pledged to Vrax in a manner exceeding the usual hierarchy of terror and force, though

no human could ever hope to understand such a contradiction as loyalty in beings so foul and apparently bereft of virtue. Like all of the First Mistress's Templars, they delight in slaughter and mayhem, yet have been known to show restraint when their master is threatened, valuing his safety above smashing weak flesh.

Lord Vrax of the Third Seal

Individual Cost 122

A Nephariite of Ilian. Vrax the Defiled, Vrax the Debauched, Lord Vrax of the Third Seal, Vrax Tormentor, Nephariite Vrax. These and other uncouth names have been attributed to this horror of the Dark Soul who was responsible for wreaking great havoc during the latter half of the first century Y.C. Little is known of its movements prior to the massacre at Engelstadt though one eyewitness report from as early as Y.C. 58 describes a "Thing that stood a full head and shoulders above the tallest Hussar and struck at those who came close to it with chains like lash vines." The Hussar who related this having outlived the rest of his patrol by staying in the latrine when this creature had fallen upon their camp.

He Who Cometh by Darkness

Individual Cost 36

This is a Reaper of Souls. The origins of this deviant remain a mystery to the chroniclers of the Engelstadt tragedy, but what is known is that when Vrax descended in



THE CHOSEN OF VRAX

wrath upon the town, He who Cometh by Darkness was there. The name, like the other names reproduced here, comes from the testimony of the Ilian Acolytes rounded up in Y.C. 77, but whether this is their name for him or his own affectation is unclear. Whatever the case, the Reaper of Souls body was never recovered after the blitzing of the Halls of Pulchritude and no one ever knew what became of him.

The Great Beast of Nod

Individual Cost 165

The Great Beast of Nod is a Pretorian Behemoth. As the Halls of Pulchritude became more established and bizarre Necrotech constructs and the warped meat of once human minions slithered and swarmed from its blackened portals, Vrax ordered the opening of a rift deep in its bowels. In answer to the gaping rent torn through the fabric of reality, the atrocity that came to be known as the Great Beast of Nod struggled into our world. Undoubtedly the most effective morale destroying unit in his arsenal, Vrax wasted no time in putting the Behemoth to work, employing it as the lynchpin in his assaults.

Troops

Undead Legionnaires

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	5	6	7	3	1	6	3	7	2

Equipment

Assault Rifle

Special Abilities/Special Rules/Notes

Zombie

Necromutant

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Equipment

Assault Rifle

Special Abilities/Special Rules/Notes

Immune to Panic, Immune to Fear

Necromutant Flame

Thrower Specialist

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Equipment

Tormentor Flame Thrower, Sword

Special Abilities/Special Rules/Notes

Immune to Panic, Immune to Fear

Centurion

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	9	3	9	2

Equipment

Machine Pistol, Chopper

Special Abilities/Special Rules/Notes

Immune to fear

Templars

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	11	13	3	1	9	3	10	2

Equipment

Templar Mace, Assault Rifle

Special Abilities/Special Rules/Notes

Immune to Panic, Immune to Fear

Void Cannon Specialist

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	11	13	3	1	9	3	10	2

Equipment

Void Cannon, Sword

Special Abilities/Special Rules/Notes

Immune to Panic, Immune to Fear

High Templar

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	12	14	3	1	9	3	10	2

Equipment

Templar Sword, Assault Rifle

Special Abilities/Special Rules/Notes

Immune to Panic, Immune to Fear, Tactical Sense

Nepharite of Ilian

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	13	15	15	4	3	11	3	12	3

Equipment

HMG, Chains of Ilian

Special Abilities/Special Rules/Notes

Supernatural Powers 4 (Freezing Blast, Warp Shield), Give Orders, Immune to Panic, Immune to Fear

Acolytes

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	10	3	1	6	3	6	2

Equipment

Assault Rifle, Pistol

Special Abilities/Special Rules/Notes

None

HMG Specialist

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	10	3	1	6	3	6	2

Equipment

HMG

Special Abilities/Special Rules/Notes

None

Initiate

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	11	3	1	7	3	7	2

Equipment

Assault Rifle, Sword

Special Abilities/Special Rules/Notes

None

Reaper of Souls

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	9	9	11	3	1	10	3	8	2

Equipment

Soulscythe

Special Abilities/Special Rules/Notes

Stalk Camouflage, 1 extra CC Attack, Killing Stroke

Pretorian Behemoth

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	12	11	3	8	14	4	14	7

Equipment

Giant Azogahr, Decimator Handcannon

Special Abilities/Special Rules/Notes

Immune to Panic, Immune to Fear, Cause Fear, Weapons Immunity 10

See WZ FOW p.72 for Special Rules

Armory

Assault Rifle

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-2	10	+2	10	+1	10

Pistol

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+2	8	+2	8	+0	8

Machine Pistol

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+2(x2)	8	+2(x2)	8	+0(x2)	8

Chopper

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+0	ST+0	-	-	-	-

Sword

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+0	ST+0	-	-	-	-

Giant Azogahr

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+8	ST+10(x4)	-	-	-	-

Decimator Handcannon

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-2	14	+2(x2)	14(x2)	+1(x2)	14(x2)

Soulscythe

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1	+2(x2)	-	-	-	-

Scythe

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1	+2(x2)	-	-	-	-

Chain

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+0	+0	-	-	-	-

See WZ FOW p.88

Heavy Machine Gun (HMG)

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-4	13	+3(x2)	13	+1(x2)	13

Chains of Ilian

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+0	ST+0	-	-	-	-

Assault Rifle

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-2	10	+2	10	+1	10

Void Cannon

See WZ FOW p.89

Sword

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+0	ST+0	-	-	-	-

Templar Sword

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1	ST+2(x2)	-	-	-	-

Templar Mace

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-2	ST+3	-	-	-	-

Tormentor Flame-Thrower

See WZ FOW p.89

Heavy Machine Gun (HMG)

CC	P.B.	Short	Med	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-4	13	+3(x2)	13	+1(x2)	13



Undead Legionnaires



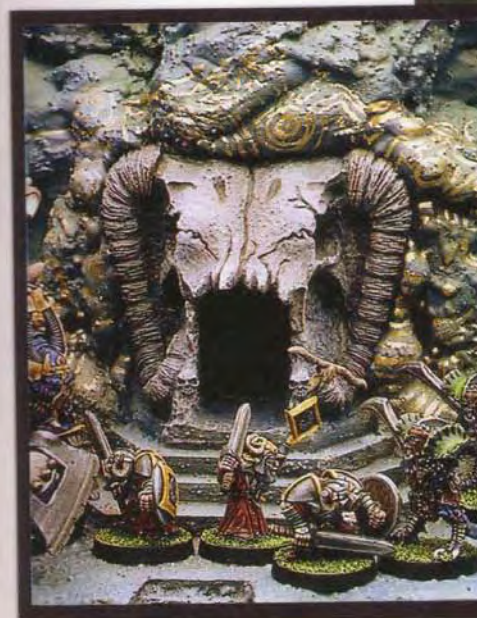
Reaper of Souls

HOW TO WITH ALEX...

Making Underground Terrain

By Garbage Can Alex

Welcome to Alex's world of polystyrene ☺



When mad Johnny said, "Alex, we need you to make the Labyrinth of Cavernistic Hugeness." I replied, "What! Speak Scottish man."

"I need a big cave." Came the reply.
"Very well..."



General Notes On Constructing Gaming Boards

The main ingredient of the boards is layers of polystyrene sheeting, but making scenery does not need to cost you the earth. You can use cardboard if polystyrene is unavailable and plasterboard is a good option for creating layers of sedimentary rock.

Texturing

The first method is to cover with P.V.A. glue and add textural material (grit, flock, etc.). Leave it to dry and then paint with base coat.

The second method is to simply paint on a thick base coat and add the textural material to this.

MAKING UNDERGROUND TERRAIN

List of required tools:

- Craft knife
- Hacksaw blade, or a hot wire polystyrene cutter
- An old spoon for "dribbling" (surely you don't need a spoon for that Alex?-Ed.)
- An old knife for throwing filler to create splatter effects
- Scissors
- Paint brushes
- An airbrush if you can get hold of one

List of required materials:

- D.I.Y. filler
- P.V.A. glue
- Linen bandage
- A selection of paints, particularly blues, greys and browns
- Textural materials such as sand, grit, cork dust and granules, sawdust, etc.
- Acrylic varnish
- Cocktail sticks
- Red and blue glitter

NOTE ON SAFETY:

For children adult supervision is recommended at all times.

Always follow the manufacturers' recommendations for safe use of their products i.e. glue.

The use of safety glasses when cutting wire etc. is strongly recommended.

Take extreme care when using sharp tools. Always cut away from fingers.

Making Stalactites

How they actually grow in the wild! ⬆

WHAT IS YUK?

Yuk is a substance which consists of 20 parts D.I.Y. filler mixed with 1 part P.V.A. glue and a little water. When mixed this should resemble melting ice cream, not too runny and not too stiff.

**Mud Pool**

1. Cut a piece of polystyrene to shape for the base and break up the edges a little. Then gouge a hole in the top to make a hollow for a pool. Next fill the dip with D.I.Y. filler, let it dry and insert cocktail sticks around the pool.
2. Cover the cocktail sticks in small strips of bandage that have been soaked in Yuk. When dry, drip Yuk over this to form stalagmites (as nature intended). Then drip Yuk over the pool to create the impression of bubbling mud, so don't overdo it. Let it dry and repeat the process until you are satisfied with the result.
3. Paint around the pool with P.V.A. (don't actually paint the pool or the stalagmites), add some texture and leave to dry. When dry paint the whole thing with a base coat of vinyl or acrylic paint. Once dry, drybrush it with progressively lighter layers until it looks something like this. When I painted this, I used an Ilian Blue base coat and drybrushed with Semai Blue to which Luna White was added at each layer. I also drybrushed subtle patches of brown and green around the stalagmites. Finally paint over the pool with acrylic varnish and drip a few drops over the stalagmites.



Tip: An old spoon sharpened with a file is excellent for scooping out polystyrene. ⬆

Crystal Patch



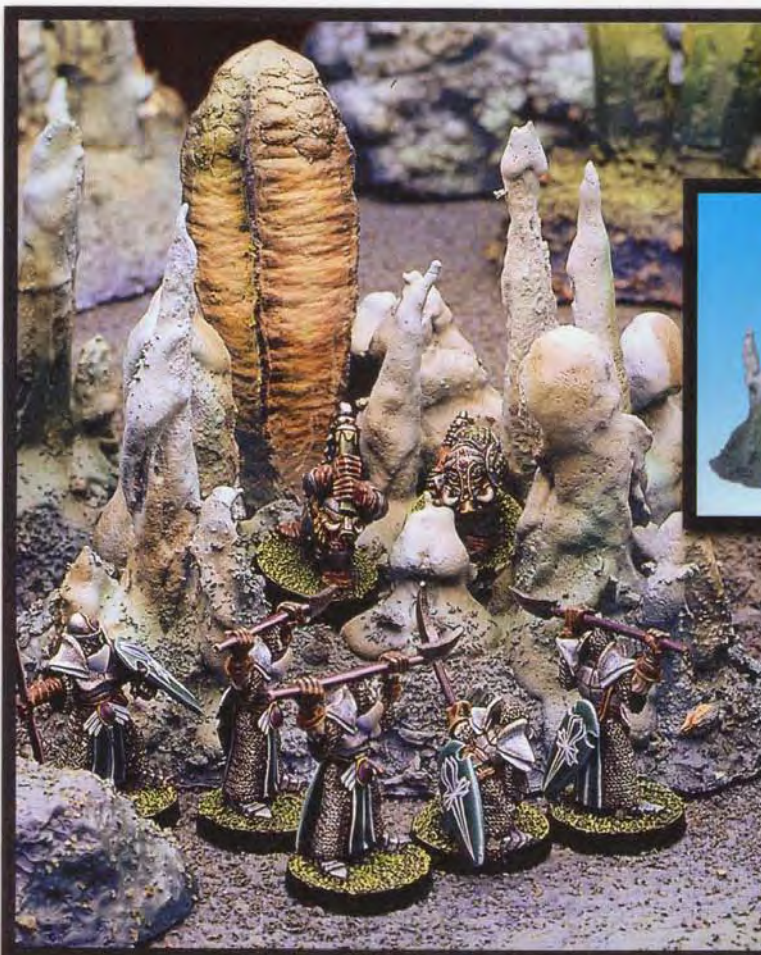
1. Cut a piece of polystyrene to shape for the base and break up the edges a little.



2. Cut strips of polystyrene and shape these into an octagonal rod with a pointed top. Make several of these of varying heights and insert cocktail sticks into the bottoms and glue. Now stick these into the base and cover with D.I.Y. filler. When dry, smooth them off with sandpaper.



3. Texture the base and paint by dry-brushing, paying particular attention to the tops of the crystals, which should be considerably lighter than the rest of the piece.



Broken Stalagmite



1. Cut a piece of polystyrene to shape for the base and break up the edges a little.



2. Cut a piece of foam pipe lagging and tear bits off to leave a rough surface. Insert cocktail sticks and glue, and fix to the base. Now add some more small stalagmites using the method described in the Mud Pool stages. Paint the foam pipe with some Yuk and let this dry. Apply texture and leave to dry.



3. Base coat and drybrush this much the same way as previous pieces have been handled and allow it to dry. If you have ever seen stalagmites they often have crystalline formations inside them, so to create this effect I have used red and blue glitter. I know this sounds somewhat dodgy, but it really works rather well. All you have to do is paint some watered down P.V.A. into the inside of the stalagmite and on the broken sections on the ground, then add the glitter.

Lava Pool



1



2



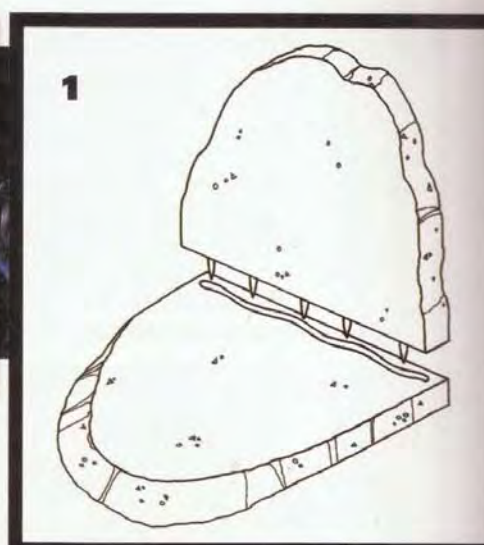
3

1. Cut a piece of polystyrene into a small conical shape.
2. Hollow out the top a little and add some filler. To make it look like there are embers in the crater you can embed small broken pieces of dry filler into this before it dries. Then texture the bowl when it is dry.
3. Paint the lava in a mottled yellow and orange pattern, shot through with streaks of white. When this is dry paint the embers black. Paint the bowl dark blue and drybrush with 'hot colors', beginning with deep red and working through orange to yellow. Remember that for good dry-brushing the brush must be dry and

you must keep loading it and drying it off. Patience is a virtue here, because if the brush is wet the effect will be muddy.

EXPANDING FOAM

Expanding foam is a diorama in a can, but it's expensive and the safety guidelines must be strictly adhered to.



1

Cocktail Sticks P.V.A. ➔

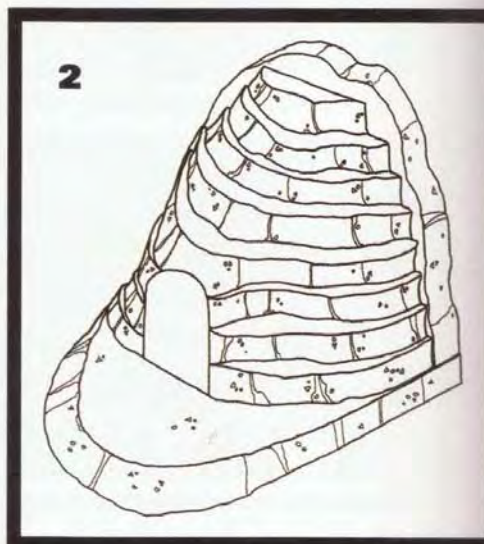
Creating Larger Set-Pieces



1. Cut shapes of desired size, insert cocktail sticks and glue.
2. Add polystyrene layers, glue, and pin in place using cocktail sticks.
3. Make steps from cardboard or polycard and glue under the ram's skull. Add filler to rock face and let it dry.

Now add texture, leave it to dry and then paint. Use your imagination to add things that you would like to see on your gaming table. Here are just a few examples:

- Fortifications
- Mines
- Rusting machinery
- Iron gates and caves
- Rock falls
- Cinder plants (these are fungi that look like stones). Use those strange pods which can be bought in shops selling dried plants.



2

Polystyrene Layers. Flat area for Ram Skull Gate ➔

Ram Skull Gate

By now you should have a good idea about all the painting and texturing techniques, so let's take things a little further.

The Ram Skull Gate is a resin model produced by Grendel, which makes a perfect set piece for the Horned Ones Clan.

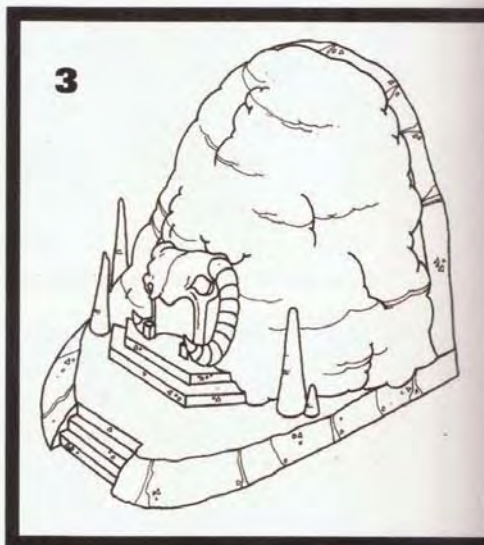
The Rock Face

To make this cut a base and back and insert cocktail sticks (see fig 1).

You can then build up layers of polystyrene, or cork, or even cardboard. I actually used filler foam that comes in cans, but the effect is just as good using the materials listed above, so I will describe its construction using polystyrene.

Happy Cave Diving

Alex



3

Polystyrene with filler on top. Add Stalagmites ➔
Steps made from card. Cut in steps with a sharp knife.

PAINTING

Bauhaus Mounted Hussar

By Mark McNaught



Materials

- Paints and brushes.
- A scalpel or modeling knife with replaceable blades.
- A selection of small "needle" files.
- A small bottle or tube of superglue.
- As we will be using acrylic (water based) paints, all we need for rinsing our brushes is a small jar of water and some old rags or paper towels to clean and dry them.
- Something to mix paint on. A glazed tile or piece of plasticard will suffice (preferably white, to let you judge the color of paint more easily).
- Other tools, such as pliers and cutters are useful but can be added to your collection at a later date.



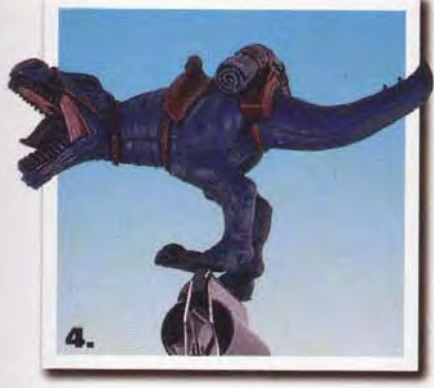
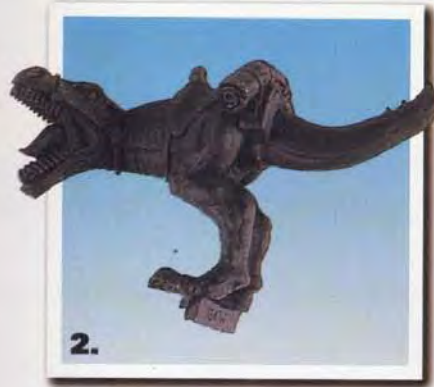
Saurian Stages

1. Using a craft knife or scalpel, carefully remove all of the flash on the model. Remember to always cut away from yourself. Either scraping with the scalpel or gently rubbing with a needle file will remove mould lines.
2. Find a well-ventilated area such as an open fronted garage, and apply two even coats of black spray undercoat. When this has dried you can tidy up any gaps with Mortis Black.

3. Make a mix of Ilian Blue, Mortis Black and Black Ink and basecoat the body of the Saurian with this. The various leather straps and saddle should be basecoated in Tree Bark Brown. Paint the bedroll with a 1:1:1 mix of Pretorian Grey, Mortis Black and Black Ink. Basecoat the sinuous flesh between the jaws in Muawijhe Flesh.
4. Add a little Luna White to the mix from stage three and paint broad highlights on to the body. Highlight the leatherwork in Demnogonis

Brown. Highlight the bedroll in Pretorian Grey. Wash the sinuous flesh between the jaws with Chestnut Brown Ink.

5. Add more Luna White to the mix from stage three and highlight the body again. Highlight the leatherwork with Wolfbane Leather. Make a 1:1 mix of Pretorian Grey and Armor Grey and highlight the bedroll. Highlight the ridges of sinuous flesh between the jaws in a 2:1 mix of Muawijhe Flesh and Luna White.



6. Add yet more Luna White to the mix from stage three and highlight the body for the final time. Drybrush Vega Sand along the edges of the leatherwork. Apply a final highlight of Armor Grey to the bedroll. Basecoat the eyes, teeth, claws and tail spine in Tree Bark Brown. Add more Luna White to the Muawijhe Flesh/Luna White mix and apply final highlights to the sinuous flesh between the jaws.
7. To achieve the dorsal pattern on the Saurian, begin by painting a fairly random "splattering" of a 1:1 mix of Wolfbane Leather and Vega Sand onto the desired area. Paint rhombus shapes onto the bedroll in Centurion Green. Paint streaks of Wolfbane Leather onto the eyes, teeth, claws and tail spines, making them slightly thicker towards the base of the eyeballs. Basecoat the metal areas (buckles, etc.) in a 1:1:1 mix of Gunmetal, Mortis Black and Black Ink. Paint the tongue Tree Bark Brown.
8. Heavily stipple the area within the dorsal pattern in Cartel Yellow. Edge the rhombus shapes you painted on

to the bedroll in a mix of Centurion Green and Luna White. Paint thinner streaks of Vega Sand on to the eyes, teeth, claws and tail spines, once more grading towards the base of the eyeballs. Highlight the metal areas in Gunmetal. Highlight the tongue with Wolfbane Leather.

9. Apply a lighter stippling of a Cartel Yellow, Luna White mix within the dorsal pattern. Paint more rhombuses onto the bedroll, this time in Mortis Black. Paint thinner streaks of Legionnaire Flesh on to the eyes, teeth, claws and tail spines, once more grading towards the base of the eye-

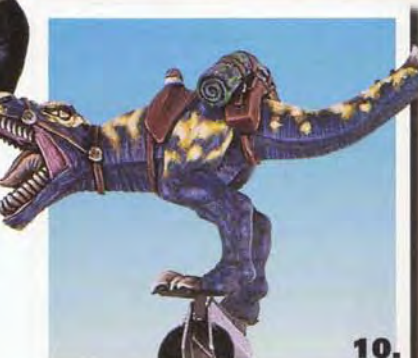
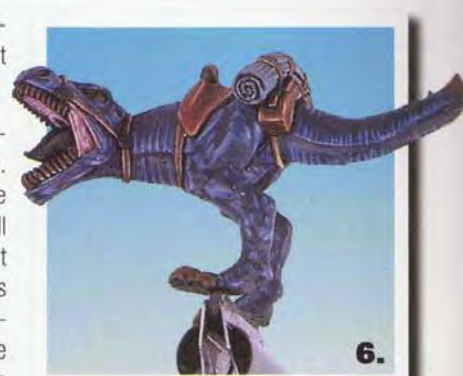
balls. Drybrush the edges of the metal areas in Violator Metal. Highlight the tongue with Vega Sand.

10. Apply a very light stippling of Legionnaire Flesh within the dorsal pattern. Lightly drybrush the interior of the black rhombus shapes on the bedroll with Pretorian Grey. Point highlight the eyes, teeth, claws and tail spines in Luna White, making sure the highlights go towards the base of the eyes. Ink wash the metal areas with Chocolate Brown Ink. Final highlight on the tongue in Legionnaire Flesh by painting on thin lines.



STIPPLING

This is a fairly simple technique, but one that requires developing controlled jitters, rather than the usual steady hand. Get slightly more paint on the brush than you would use to dry-brush with and position the point over the area to work on. The best brush to use for this job is a detail brush with a worn tip. Then all you need to do is rapidly dab the brush onto the area ensuring you don't work outside the edge.





Hussar Rider Stages

Stages 1 & 2

As with stages one and two of the Saurian, you should remove all of the flash and mould lines from the miniature and then undercoat in black spray paint. Note from the photographs that the model has been left unassembled, as this will make it easier to paint.

3. Base coat the armor with Armor Grey. Paint the arms and legs with Bauhaus Blue to which a very small amount of Mortis Black has been added. For the cap and gloves, base coat with a 1:1 mix of Ilian Blue and Mortis Black. Base coat the leather pouches in Tree Bark Brown. Paint the detonator cap of the explosive charge on the lance in a 1:1 mix of Semai Blue and Bauhaus Blue. For the grey detailing

(gas mask and body of the pistol), base coat in a 1:1 mix of Pretorian Grey and Mortis Black.

4. Trim the edges of the armor with a 1:1 mix of Armor Grey and Luna White. Broad highlight of the arms and legs with Bauhaus Blue. Broad highlight of the cap and gloves with Ilian Blue. Highlight the leather pouches in Demnagonis Brown. Highlight the cap of the explosive charge with a narrow line of Semai Blue. Highlight the grey detailing in Pretorian Grey.
5. Lightly brush the prominent ridges of the armor with Luna White. Highlight the arms and legs with Bauhaus Blue to which a small amount of Luna White has been added. Highlight the cap and gloves with Bauhaus Blue to which a small amount of Mortis Black has been added. Highlight the

leatherwork with Wolfbane Leather. Highlight the cap of the explosive charge with a 1:1 mix of Semai Blue and Luna White. Edge the grey detailing with Armor Grey. Paint the green details (pipes around breastplate, pistol grip, power cables on lance, visor) with Jungle Green. Base coat the gold details (belt buckle, pommel and hilt of sword, chestplate badge) in Wolfbane Leather.

6. Highlight the arms and legs with the mix from the previous stage to which a little more Luna White has been added. Highlight the cap and gloves with Armor Grey, carefully defining texture details (knuckles, folds etc.). Drybrush Vega Sand along the edges of the leatherwork. Point highlight the cap of the explosive charge with Luna White. Point highlight the grey detailing with Luna

White. Highlight the green details with Centurion Green. Highlight the gold details in Gehenna Orange. Base coat the red details (lance handle and holster) in Mishima Red.

7. Highlight the arms and legs with narrow lines of Semai Blue. Highlight the power cables and visor with Venusian Green. Highlight the pistol grip and pipes with a 2:1 mix of Centurion Green and Luna White. Narrow highlight of the gold details in Cartel Yellow. Add a second coat of Mishima Red in the form of a highlight to the red details. Base coat the lance warhead in Tekron Bronze. Paint the metal areas (shaft and pommel of lance, sword blade, magazine and stock of gun, toecaps, various rivets and buckles) with a 1:1:1 mix of Gunmetal, Mortis Black and Black Ink.



7.



8.



9.



10.

8. Point highlight the arms and legs with a 1:1 mix of Semai Blue and Luna White. Highlight the power cables and visor with Foliage Green. Narrow highlight of the pistol grip and pipes with a 1:1 mix of Centurion Green and Luna White. Very narrow highlight of the gold details in a 1:1 mix of Cartel Yellow and Luna White. Add a third coat of Mishima Red to the red details, further away from the center again. Highlight the lance warhead in Temple Guard Gold. Highlight the metal areas with Gunmetal.

9. Highlight the power cables and visor with a 1:1 mix of Cartel Yellow and Luna White. Drybrush the edges of the pistol grip and pipes with Cavern Stone. Drybrush the edges of the gold details in Legionnaire Flesh. Highlight the red details with Desert Rust. Edge the metal areas with Vio-

lator Silver. Base coat the gas mask and boot soles Trench Brown.

10. Add point highlights of Luna White to the visor. Point highlight the gold details in Luna White. Line highlight the red details with a 1:1 mix of Mishima Red and Luna White. Wash the metal areas with Chocolate Brown Ink, paying particular attention to the rivets. Highlight the gas mask and boot soles in a 1:1 mix of Trench Brown and Luna White.

Finishing Up

Details such as the Bauhaus badge on the shoulder and any final highlights that you feel the model requires can be added after the above stages have been completed. Take your time over these since they really add character to a model, and don't be tempted to bung them on as your doing the rest. With this done you are ready to assem-



ble the model using superglue, and once this is done it is often effective to apply some ink washes to the rider and saurian at the points where they touch. This brings out the shadows one would expect to see in such areas.

The Base

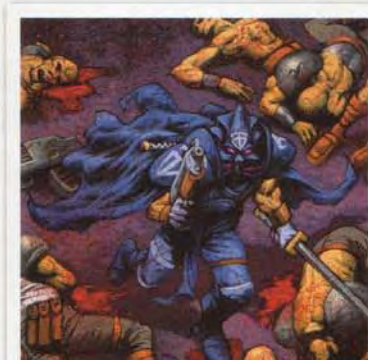
Simply cover the top surface with a layer of PVA and dip the base in some gritty sand. Tidy the edges of the base before the glue dries and when it has dried you can paint it in the colors of your choice. I used a base of Jungle Green, then slowly lightened this through Centurion Green, Venusian Green, Foliage Green and finally drybrushed it with a mix of Cartel Yellow and Luna White.

Varnishing

To protect your figure, it is worth giving it a coat of varnish to stop the paint being chipped or worn. Matt or Gloss - it's your choice really. Many people prefer the more natural look of a matt finish though both do the same job. Both matt and gloss varnishes are available as either 'paint from the pot' or cans of spray.

Cheers

Mark



THE HOLY REDEMPTION

By Mark Brendan



The rules we have printed here pretty much follow the standard Warzone format, but with a few tweaks and additions here and there to recreate the unusual modus operandi of the Holy Vehm. These punishment squads are an elite order within the Brotherhood who are drawn from the ranks of the Mortificators, and take their name from a secret sect who operated within the Church on Earth, predating the contemporary Brotherhood by almost three millennia. The original Holy Redemption

were only ever spoken of in hushed tones and their name used to frighten unruly children into obedience, for they punished heresy and ungodliness with insane zeal. Their victims were always prominent and powerful figures who had transgressed holy laws, and the bodies were always discovered in spectacularly gruesome circumstances, leaving no doubt as to whom was responsible for the carnage. Yet they were never seen, nor were they ever caught in the act, which gave them an air of supernatural mystery. The modern Holy

Redemption carry on this tradition of clandestine murder, visiting those sinners with a high public profile and perhaps a weak grasp of their own mortality; corporate CEOs, military leaders, heretical demagogues, et al form the Holy Redemption's rather special target demographic.

Doktor Heinrich Mueller was the scientist in charge of algorithm machine assisted astro-navigation systems at the R&D department of the Sacajawea Space Institute on Venus. Doktor Heinrich Mueller was also, at this moment in time, terrified

"Thou shalt not suffer a heretic to live."



out of his wits. The bank of security monitors in the Top Secret vault of the Institute had all turned blank and snowy one after the other, leaving only the camera outside of the door behind which Mueller cowered operational. In the background his beloved prototype "compact difference engine" hummed and clicked, about as big as a filing cabinet and with the processing power of a Turing machine five times its size, it was oblivious to the trouble it had caused him.

Earlier that week Mueller had argued in a public debate that in order to compete with other corporations, Cybertronic and Mishima in particular, Bauhaus should not be afraid of progress in the fields of miniaturization with its associated increase in circuit complexity. It hadn't gone down well with the public at all, and his funding had been frozen pending an investigation. Suddenly his friends and supporters had all gone to ground and only his well-paid private security force remained loyal. Looking

back at the monitor Mueller was horrified to see the two guards who had been on watch outside now slumped lifeless on the floor. What was happening? The heavy vault door burst inwards wrenched half off the wall by a devastating explosion. When he picked himself up and squinted past the torn, burning metal into the smoke filled corridor beyond, Mueller saw lithe, hunched silhouettes emerge like predatory angels, marking his terror with blazing red eyes of final judgement.

The next morning the first investigators on the scene found Mueller's body stuffed inside the shattered casing of the eviscerated prototype, with all of his research notes carefully shredded and stuffed inside his own hollowed out abdominal cavity.

Commandments

- The Holy Redemption are trained to act independently and are therefore never adversely affected by com-

mand distance. Treat them as a Squad for purposes of activation, but for Fear tests, Panic tests etc. models out of normal command distance test independently from the rest of their Squad, so that there is no knock-on effect to models not directly associated with the situation. For example if a model is on the opposite side of the board from the rest of his Squad and encounters a Zenithian Slaughtermaster, only that model need test for Fear and the rest of his Squad are unaffected. In situations where the whole Squad would be affected by the circumstances such as a Panic test due to casualties, then the Squad should all test as one.

- Ignore the buying limit of one Squad of Mortificators printed in the Brotherhood army list. A Holy Redemption army consists of nothing but Mortificators and the new Redemption Assassins.





For the purposes of Holy Redemption specific missions, Stalk ability is represented by the following rules, rather than the rules printed in the Warzone Rulebook:

- Concealed defenders may only activate within a 6" radius of Holy Redemption, and only then if the Holy Redemption model performed an Action requiring a die roll on the previous Turn, except where the rules might state otherwise.
- If there are no other defenders within LOS of a Holy Redemption unit which killed enemy models using silent weapons (i.e. not their Machine Pistols), then concealed units may not activate even if they are within 6".
- If the Holy Redemption force defenders to reveal units, these units are never counted as Waiting.

Holy Redemption

Structure: SQUAD
2-4 Mortificators
Up to 1 Redemption Assassin

Mortificators

Mortificator **Cost 53**

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	13	13	3	1	8	3	9	2

Equipment:

Machine Pistol, Sword

Special Abilities:

Stalk, 1 Extra CC Attack, First Strike

Redemption Assassin

Assassin **Cost 70**

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	11	14	14	3	2	9	3	9	2

Equipment:

Machine Pistol, Sword

Special Abilities:

Stalk, 1 Extra CC attack, First Strike

Notes:

Redemption Assassins are recruited from the Mortificators. They do not develop Supernatural Powers or the Killing Stroke ability and are therefore armed with the more versatile sword and machine pistol combination.

Evils & Boons

Roll 1D20 on this table at the beginning of each Game Turn.

- 01-02 Lights Out: The Holy Redemption find the main power to the building and cut it, giving them the following advantages. Activation range for unrevealed units is reduced to 3", Holy Redemption units gain the Camouflage ability and LOS for shooting is reduced to Point Blank only. This effect lasts until either a "Security Monitor", "Iris Valves" or "The Jig is Up!" result is rolled.

- 03-04 Air Conditioning: For the next turn one Holy Redemption unit benefits from the full Stalk rules in addition to conditions printed above.

- 05-08 Enemy Patrol: The defender may take an unrevealed unit and place it out of Holy Redemption LOS in a revealed area.

- 09-12 Security Monitor: An unrevealed unit may be given Wait orders. Write down which unit has this benefit and show it to the Holy Redemption player when the unit is revealed.

- 13-16 Iris Valves: The defender may seal all of the access points to an area with reinforced blocks (to escape see "Attacking Blocked Access Points" Warzone ROW p.55).

- 17-19 Minefield: The defender may pick one Holy Redemption Mortificator and place a large explosion marker over it. Unless every Holy Redemption model touched by the template makes a successful Leadership test they each suffer 10 Damage and any unrevealed defenders within 12" may be immediately revealed and placed on Wait.

- 20 The Jig is Up: A full-scale alarm is raised, which has the effect of replacing the above changes to unrevealed units with the normal rules for the rest of the game.



The Lord Giveth...

Holy Redemption Units may be given the following enhancements:

Enhancement Points cost

Explosive Charges	
(See Warzone FOW.p.19)	3
Divine Focus	
(+2 LD to Morale Tests)	2
Wrath of God	
(+1 Dam to weapons)	3

Last Rites

You can use your imagination to create numerous scenarios for the Holy Redemption, and feel free to tinker about with things like the Evils and Boons table to create a variety of combat conditions (as long as everyone involved agrees with the changes of course). You can also use your Holy Redemption squads in normal battles too, but if you do then ignore the special rules described here. They only apply to specific Holy Redemption missions.

The swirling darkness was alive with sounds of confusion and panic, and the acrid stench of burning filled Frater Vitus's nostrils even through his heavy gas mask. The complex of tunnels, which comprised the heretics' lair, was filled with smoke and sinners running for their lives, the chaos providing the perfect cover for Vitus's work. Emergency lighting sputtered rapidly on and off, giving a strobe effect in which freeze-frames of carnage flickered before the Assassin's eyes as the other members

of his team carried out their bloody work. Muzzle flashes; screams; slicing blades; a terrified face appearing before him, tears streaking the war paint of Ilian, his own machine pistol coughing redemption into the acolyte and obliterating the fearful expression.

At last the Holy Redemption squad fought their way through to the heart of the Servants of Ilian's lair. Beyond the door they would face the foul miscreant behind this midden of abomination. With the skills honed by years of martial training, Vitus struck the door with a roundhouse kick, knocking it off its hinges and rolling forward into the room, under the arc of any suppressive fire from within. Coming to his feet in a combat ready stance, Vitus was confronted by Master Leviticus. Here was the man who had nurtured Frater Vitus's martial abilities and overseen his spiritual development throughout the training, standing unarmed at the very hub of evil.

"Don't Vitus. You've been tricked. Now get me out of here." implored Leviticus.

From his stance, with one arm stretched out before him aiming the machine pistol, his other behind him with the sword blade flush along its length,

Vitus spiraled forward with the grace of a pirouetting ballet dancer. In a flash of razor edged steel, Leviticus's head tumbled to the floor and the lights came on.

Frater Vitus shook his head to clear the last vestiges of divine fugue placed upon him by the mysterious Keeper of the Art. He was in an arena surrounded by the smashed and shot frames of dummies. The decapitated wooden effigy before him was built around a huge HMG, with Leviticus (the real one) in the firing seat.

"Welcome to the Holy Redemption Vitus." Leviticus stated flatly from behind the cluster of large caliber barrels, "If you had hesitated for one moment your usefulness to us would be at an end."



BATTLE REPORT



BATTLE REPORT

A Darkness Beyond...

By Mark Brendan and Patrick Casey



The siege was well into its fifth day and the seething tide of Devout abominations was showing no sign of letting up. Earlier that morning the unthinkable had happened and the outer gates of Grvad Steelhorn's Horned Ones outpost fell before the onslaught of one of Aleha's Nameless Lieutenants. The carnage in the murder alley leading up to the

inner bailey had been appalling, since the Dwarves were forced to meet them head on in an attempt to drive them back. It was to no avail, for the very opposite had happened and it would seem that all was lost.

Grvad Steelhorn stood resolutely at the center of his dwindling battle line. He prayed that Vaul Mac Dhain, his Dark Tusk Clan ally, would arrive soon as he thrust

hither and thither with his spear, making a pile of shattered bones and stinking flesh before his boots. From up ahead there came a thunderous, agonized baying, a deafening bass roar of unutterable misery and the Skeletons vainly flailing at Grvad parted like curtains of rattling ivory.

One of the grotesque Devout aberrations known simply as the Tormented

bellowed its accusation of pain at Gruad for the second time. Then it hurtled down the corridor on its piston like arms straight at the Horned Ones Leader, sweeping its glistening fringe of putrefying innards over the heaped bodies of the fallen. Gruad set his spear and braced himself for the impact. The monster charged right on to the spear and did not flinch as its flesh was penetrated all the way down the shaft to Gruad's fist. It merely shook itself and reared back its huge, ugly head to slam the massive horn atop its crown into Gruad's shoulder, splintering bones and shearing through armored flesh as though it were potters' clay.

Mortally wounded, Gruad fell back before the beast and screamed his last order, "Hold the gates!" before staggering deeper into the outpost, clutching the keys to the treasure chamber in his blood slicked palm.

On the sixth day following the initial clash between the armies of Gruad Steelhorn and The Nameless, Gruad's reinforcements, led by Dark Tusk Hero Vaul Mac Dhain arrived at the outpost to find a banquet for the carrion, where once a Dwarfven garrison had thrived. Picking their way over the bodies, the grim faced Dwarves made their way down to the secure rooms where Dwarfven treasures and maps of the secret ways of the area were stored. They found the chambers smashed open and gutted, the priceless maps torn from the walls. Entering the natural rock chambers beyond the outpost, one of Vaul's Dwarves heard a thin, consumptive wheezing emanating from the darkness further down the way. Telling his army to stay put, Vaul Mac Dhain slowly approached the source holding a flaming brand over his head. The Dark Tusk Hero, who was by no means unworldly and had seen many hair-raising things in his time, nevertheless dropped his taciturn façade, his eyes growing wider and his jaw dropping lower as the torch revealed more details.

Gruad Steelhorn's shattered carcass was lashed upside down to a wooden frame leaning across the entrance to a deeper tunnel. The Horned Ones Leader's hands and feet had been cut off and his throat slit, but a sharp whistling still squeezed between the lips of the wound on his neck, and when Vaul came nearer the corpse's eyelids snapped open revealing blank, off-white orbits.

"Come closer Vaul. Be with me..." burbled the macabre Devout effigy that had once been Gruad Steelhorn.



The Conditions Of Battle

The Devout now have the information they require to mount a crippling campaign against the Dwarves of the area; if they can regroup with the rest of their horde by returning to the surface. Vaul Mac Dhain and his Dwarves are the only things that have a chance of redeeming this dire situation. Using their superior knowledge of the underground ways, the Dwarves have anticipated the Devout escape route and moved to cut them off, so when the Nameless and his minions arrive they must break through the Dwarfven cordon.

Just to complicate matters further the battle takes place in a structurally unsound

area, so the entire thing is against the clock. To represent this we devised the following table to work out how many turns the battle would last.

D20 Roll	Game Ends At The End Of...
1-3	Turn 5
4-10	Turn 6
11-19	Turn 7
20	Turn 8

In order to reflect the conditions of this encounter we used the following method of working out victory points at the end:

- Everyone gets 50% of the Points Cost of all their remaining troops in victory points.
- The Devout gets 75% of the Points Cost of all the remaining troops in victory points for units within 8" of the ram skull gate (instead of, not in addition to the 50% listed above).
- For every Dwarfven Unit that was completely wiped out, the Devout gets 50% of its Point Cost in victory points in addition to the points for killing the models.
- For every Devout Unit that was completely wiped out, the Dwarves get 75% of its Point Cost in victory points in addition to the points for killing the models.
- Everyone gets the sum of the Points Cost of all the enemy's casualties in victory points.



HORDE OF THE NAMELESS

In previous encounters with the Dwarves the Nameless had learned that the largest and cruelest weapons were required, otherwise all one could accomplish would be dents in their armor. For the task ahead, he chose the troops capable of administering the most severe pain.

Fortunately his personal retinue were a large Warband of Cursed, experts at single combat, armed with truly horrific axes. There was also a vile tempered Soulflyer, chosen for her speed and strength, supported by a small warband of Demon Wings. Though the Demon Wings seemed puny to the others, the Nameless knew their value in the diving attack from above. As they marched purposefully towards the exit the Tormented and the Damned bellowed, one after the other, showing their well-deserved contempt for the enemy. Not only were they capable of inflicting the punishment necessary to defeat the miserable Dwarves, but they also had the unnatural vitality of the Shadow Planes about them and would not easily fall. Finally, marching solemnly before the entourage were the two warbands of Greatsword Followers, also armed with deadly two handed weapons. Never once did it occur to the Nameless that he might fail to scatter the Dwarves like chaff before him.

Horde of The Nameless





VAUL MAC DHAIN'S ALLIES

Hurriedly the Dwarves filed out of the tunnel mouth that led to the surface, and to freedom for the Horde of the Nameless. It was here that Vaul would make his stand and the multitudinous Horned Ones Clan outposts in the region depended upon his success. The area was well lit by the unearthly glow of magma, enabling them to easily see the lie of the land and the dim forms of the rapidly approaching enemy.

Vaul began rapidly barking out orders. The hulking Blood Totem and its brute-like Keeper took the center, to prevent access for the enemy via an avenue through a towering thicket of glowing crystals. On the left of it, a warband of his own Legion led by his cousin Skel, and on the rocky platform by his side the Swordsmen who had come to him with the Horned Ones contingent. They would protect the charred rocks bridging the magma flow. Their vulnerable flank was the right, and here he

deployed the rest of his Legion, composed like the other of two Swordsmen and two Gauntlets, led this time by a Standard Bearer. Further down on the right, the rest of the Horned Ones, comprising Spearmen and one of the redoubtable Horned Raiders were positioned. For his own part he remained back by the tunnel mouth, ready to make a last stand if it should come to that, but also behind the center of his battle line, surveying the ground before him and ready to go where he was needed.





2. The Dark Tusk Blood Totem charges at the Nameless, and is surrounded by Cursed.

The Saga Of The Aftermath

Having lost the initiative, the Dwarves had to place their unit first, and on it went from there. After all the troops had been deployed the center of Vault Mac Dhain's Allies was distinctly Dark Tusk Blood Totem and Keeper shaped. On either side of them were the warbands of Dark Tusk Legion, whilst behind them were the Horned Ones guarding the objective, Swordsmen to the left, Spearmen to the right and Horned Raider on the far right. At the very back, preparing to make a final stand was Vault. The Nameless Horde's center comprised of the Nameless itself, the Cursed and the Soulflayer. To their immediate left were the Demon Wings and the Tormented, and on the mudflow on the far left were Greatsword Followers. On the right were the Damned and the second warband of Greatsword Followers.



1. The Soulflayer touches down on the Dwarves' right flank.



Turn one saw the beginnings of a pincer movement from the Devout with the Damned and Greatsword Followers moving further right around lava pools. The Cursed moved directly forward in the middle, but not too far, whilst the rest of the Devout, including the Flyers drifted to the right. The Flyers did not land but remained menacing nonetheless. Aside from shuffling around to assume better defensive positions and playing wait orders, the Dwarves did little of any consequence on this Turn. The Dark Tusk Legion on the left moved to block the crossing point over the lava flow and the rest of the Dwarves gravitated towards the right to meet the threat coming from that direction. No casualties yet.

This Turn started as it meant to go on, with Dwarves being massacred. In the first of several affrays the Tormented pitched into the Horned Raider, which countercharged. The Tormented managed to hurt the Horned Raider, but the Dwarf's counterattack was feeble by comparison and the Greatsword Followers moved in to finish it off. In the center, the Dark Tusk Blood Totem, obviously too eager for battle for its own good, pitched into the Nameless in a Berserk fury. However, the Nameless managed to endure the onslaught

BATTLE REPORT



1 The Horned Raider pitches into the Tormented, only to be butchered by Greatsword Followers ➔



2 The Dark Tusk Legion hold back Greatsword Followers on the Dwarves' left flank ➔



3 The Horned Ones Spearmen overwhelm the Soulflayer ➔

sustaining injuries in the process. This left the Blood Totem wide open to attack from the Cursed who moved in and dispatched it without too much trouble, some of them even having the luxury of setting Wait orders. The Soulflayer destroyed over half the Dark Tusk Legion defending the left flank, causing the remainder to panic. The only answer the Dwarves had to the slaughter visited upon them on this turn was for the Keeper to unsettle the Nameless' steed. On the Dwarves' right, the Demon wings moved to threaten the Horned Ones Swordsmen whilst the Greatsword Followers over there held fast at the rock bridge, and the Damned went for an outflanking maneuver. A decidedly poor show from Vault's defenders.



➔ The Dwarves managed to finally inflict some real damage on this Turn, but once again suffered a heavy toll themselves. It began with the Soulflayer landing by the Horned Ones Spearmen, readying itself to flay their souls with balefire. The Horned Ones, on Wait Actions (natch) responded by charging it and between four of them they actually managed to destroy it. The Greatsword Followers moved in to finish off the Dark Tusk Legion on their left, but only managed to drop one, leaving the Standard Bearer to fight on. The Dark Tusk Keeper did not let the murder go unavenged though, and took down two of the Greatsword Followers for their troubles. When the Tormented then moved up on the Keeper in escalating tit-for-tat violence, the two remaining Horned Ones Spearmen

BATTLE REPORT



7. Vaul slaughters Greatsword Followers with his Boar-Headed Pick Axe

charged it before it could attack. Its unnaturally tough hide easily turned their spears and it made short work of slaughtering them for their presumption. On the Devout right the Damned moved further around the flank, with little changing in the face off there, except on the back ranks. By the objective the Demon Wings finally made their move and swooped down upon the Horned Ones Swordsmen, slaying one of the Swordsmen and the warband's Standard Bearer.

At the start of the turn the Keeper, surrounded by foes, ballooned into a Blood Totem of his kind. On the Devout right the Greatsword Followers moved in for the kill and inflicted a devastating toll on the Horned Ones Spearman, killing every last one of them, and cutting down the Standard Bearer who was the final remnant of the Dark Tusk Legion operating on that flank. This at least left room for Vaul to finally get into the fray, but he only managed a single Greatsword Follower in answer to the butchering of his kin. The Dwarves fared slightly better on the right as the Horned Ones Swordsmen massacred the Demon Wings warband, but the Damned then smashed down two of them with its massive flail. Nearer the center the Devout suffered a serious setback when the Nameless, already injured by the original Blood Totem, attempted to move around the front of the crystal thicket, bringing it within charge range of the Dark Tusk Legion there. Needless to say they pitched into the hated enemy leader and brought him down. Then for an encore they moved on to kill two of



6. Demon Wings attack the Horned Ones Swordsmen



9. The Damned smites the remainder of the Horned Ones Swordsmen



8. The Dark Tusk Legion led by Vaul's cousin slay the Nameless

the nearby Cursed. Clearly infuriated the Greatsword Followers and the Cursed clamped like a vice around this troublesome warband, hacking down half of them.

Things looked very bad for the Dwarves by now. The game had started badly for them and despite some spirited rallying on Turns three and four, it seemed to be too little, too late. Only six Dwarves remained. Vaul, two of his Dark Tusk Legion and three of the Horned Ones Swordsmen. Ranged against them were the Damned, the Tormented and the remainders of the Cursed and Greatsword Followers. Vaul acted first and swept aside two Greatsword

Followers before breaking against the bulwark of the Cursed. The four Cursed still on the board surrounded him and sorely tested his armor, breaking through in several places but miraculously he still stood. The Damned hammered all of the Horned Ones Swordsmen, though not before one of them inflicted the indignity of ramming it over, and the Dark Tusk Legion fell before the Greatsword Followers on the Devout right.

Only Vaul remained of his proud allies' defenders, and he was badly injured. Too badly injured it seemed, to find the strength to swing his axe before the combined onslaught of the Cursed's blades sealed his fate forever.



10. The Cursed surround Vaul, beating him to a bloody pulp with their battle axes as the Tormented looks on enviously ➔

Broken and bloodied, Vaul was the last to fall beneath the pounding Devout steel. He had failed.

Vaul's Lament

The Dwarves, stern and resolute held their positions waiting for the aberrant Devout Horde to descend upon them. They would be as the black granite pillars of Karath Dul, unmoving against the ravages of a world in decay. However, the great work was flawed, for in nature imperfection is ever present despite the efforts of "thinking" races to impose their concept of order on the seething chaos of creation. In this case the savage, impetuous nature of the Dark Tusk Blood Totem, once a god but now a mere beast, and the Horned Raider led to Vaul's undoing. Unable to contain their bloodlust and let the enemy come to them, they pitched headlong into the fray, exposing themselves to the most dangerous elements of the Devout Horde. With the Blood Totem cut down by the Cursed and the Horned Raider hacked apart by Greatsword Followers, Vaul knew that his army must rally and strike back soon or all would be lost. From then on, the Dwarves stood their ground and fought with valor and dignity, making a good account of themselves before succumbing to the wicked, barbed blades of the Devout. Vaul's heart swelled with pride as he

watched his Legion unseat and destroy the foul Nameless who led the Horde yet still they came. It had been too little too late, and the early losses of some of the best, if most undisciplined, troops in Vaul's army ultimately led to defeat. Vaul would not surrender though, and bloodied and broken he was the last Dwarf standing, vainly trying to raise his weapon as the cruel axes of the Cursed repeatedly cleaved his flesh.

It was over. Vaul had failed in his task and even his death would be used against him by this most hellish of adversaries. Such was the price of defeat at the hands of the Devout

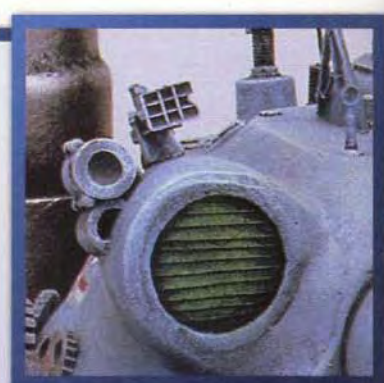


Scrolls Of The Dead

"In sooth, I know, that this world is but a thoroughfare of woe, and we are pilgrims, passing to and fro. My Lord, Commander and Nameless defiler of a thousand souls gave his lifeblood today. Yet he did not die in vain, as his loyal Followers held his and our beloved Prophet's honor high by taking every life there was to take.

"The battle started with a glorious omen when their beast-god charged at our commander. It struck him hard and drew blood, but still our Lord stood fast. Knowing that their Lord's life might be jeopardized, the Cursed charged in and their axes bit deep. So deep in fact that, to the astonishment of the Dwarves, the Totem fell down dead. But the battle was far from ended, the Dwarves were regrouping and on the far flank another one of their beasts, albeit smaller, approached with a rider on its back. The rider and its beast challenged the Tormented to combat but the dwarf could not make it feel any pain that it hadn't already suffered a thousand upon thousand times. The Tormented ripped it to pieces, stirring the Greatsword Followers on that flank to laughter. But all did not go this well as the majestic Soulflyer fell to Dwarfven spears after only taking a few of them with it. Nor did the Demon Wings acquit themselves, only making a halfhearted attempt at attacking. Halfway through the battle our already wounded Lord succumbed to the hammering of blows that the Dwarves delivered as he, either from dizziness from the wound previously received or simple pride, moved so close to a large Warband of the heavier set Dwarves that they could charge him. I do not know not why he chose to waste his life in this way, but I'm sure it fitted into the divine plans of our Dark Lord. Even without the guidance of their master, the servants of our Dark Lord continued the slaughter. Dwarf upon Dwarf fell and in the end only their leader was standing, but he eventually succumbed to the dark will of the Devout, as all who oppose us must."





THE BAUHAUS

"Grizzly"

By Jean-Jacques Chaboissier



Jean-Jacques lives in Berlin and makes wickedly good models and terrain for Target Games Design Studio. He is the talent behind the trenches and ruined buildings diorama featured in last month's battle report and throughout the Warzone books. For now though we can give you the inside track on how he converted and painted this tank. By the

way, please don't flood Frontline with requests for the Grizzly. None of the vehicles featured in this article are available to buy at the present time. However, the popularity of these impressive resin kits is so great that we are hoping to make them available some time in the future. So, watch this space!



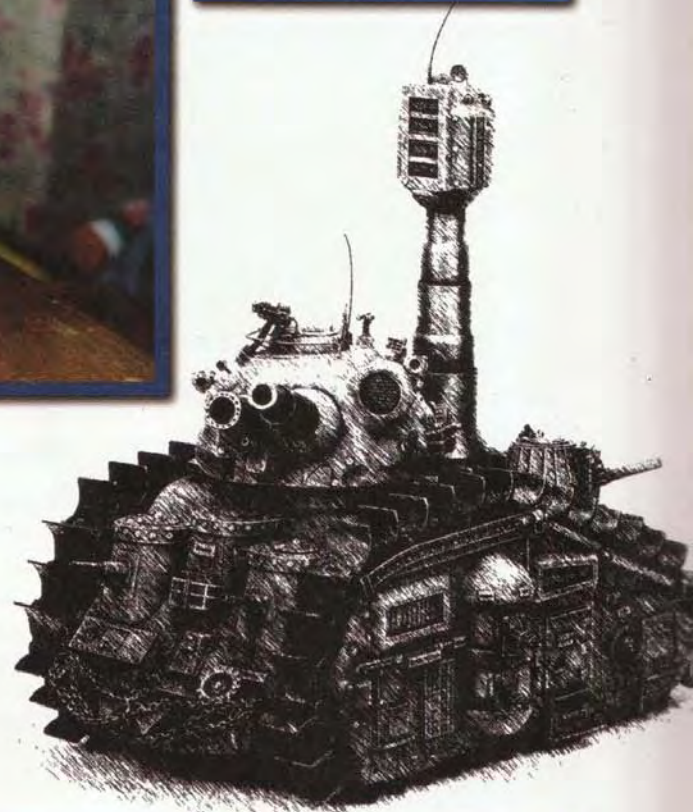
Overview

...It looks like...well, like a polyester resin kit! One uniform color with a distinctly plastic appearance. It takes hard work, skill and some clever painting techniques to transform it into a mean piece of battle-field ordnance.

I did this by purchasing a few WWI and WWII model kits of tanks and armored cars (1/35 and 1/24 scale in this case)

and some scale model military equipment kits. I also got some plasti-card and strip to add scratch built modifications to the tank.

Incidentally, I didn't pin or drill any of these parts when attaching them to the model, but rather I used an extra strong super glue (very hazardous stuff, take extra care if you use it).





The Side Panels and Tracks

Utilizing the pieces from the WWI and WWII kits I bought, I added new guns to the side turrets, additional hatches and doors and numerous handles, nuts and tools. There are also running boards, pipes and cables and transformer boxes, mostly scratch built.

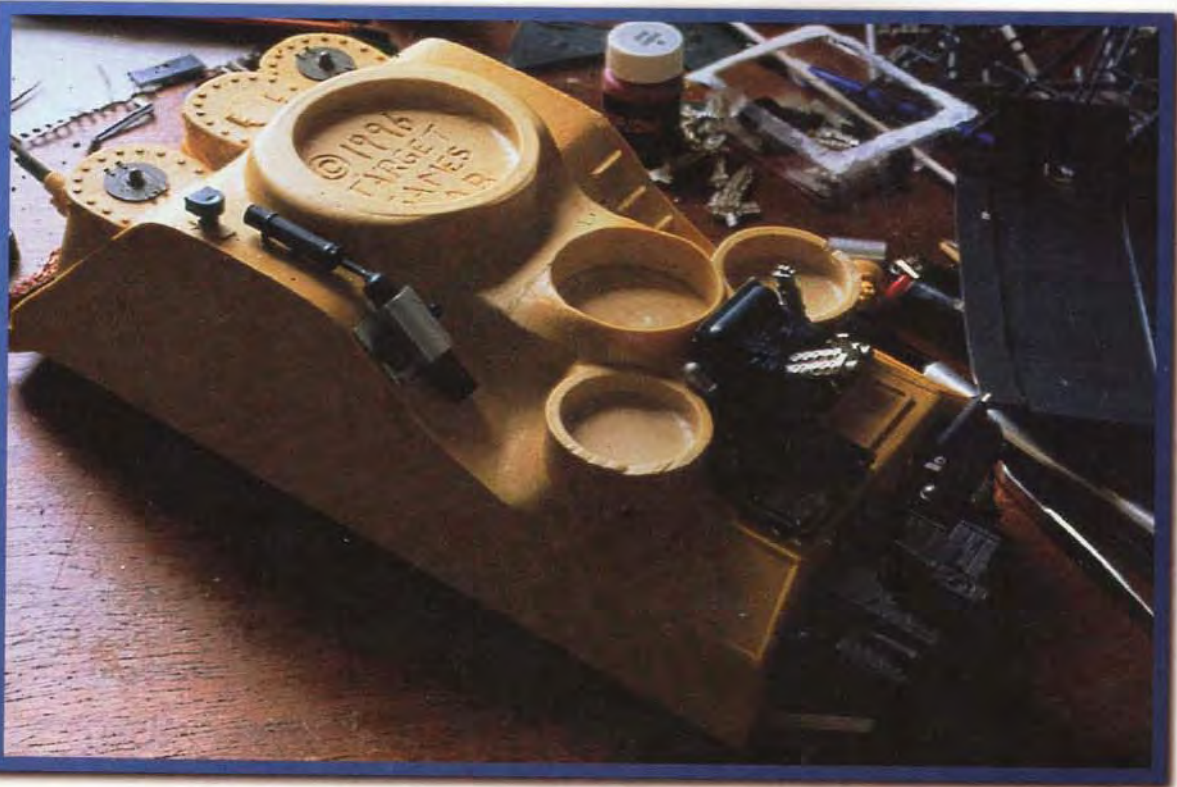
Rear Hull

The first thing I felt that this needed was a much bigger central gun emplacement, so I entirely scratch built one, and then added a new exhaust system to tank. After this I built up one of the radiator grills around the engine block to provide a main ventilation plate. When I had gotten this far the back still seemed rather sparse, so I scratch built an additional cargo plate on

to the rear of the tank and filled this up with military equipment such as ammo boxes and kit bags.

Side Turrets

Located either side on the central gun emplacement on the rear hull, these have been built up with larger armor plates, bigger guns and new handles on the hatches.





Central Hull

After the side panels and main turret are added to the hull, there isn't a great deal of space showing on the central hull. However, in order to add some character to what is there, I've glued on some cabling and pipes, as well as various jerry cans, containers and other minor additions. The focal point of the central hull is undoubtedly the observation tower, containing the tank's sensory equipment (short range magnetron radar- that sort of thing); to jazz this up I've added extra antennae and sensor plates.



Front Hull

The small forward turrets have had new hatches and new, bigger guns added and then the base of the hull was improved by the addition of a large chain and some boxes and plates. Just above this there are tools and extra wheels and a small machine gun. On the front of the viewing slit there has been a small carriage added to contain jerry cans.

Main Turret

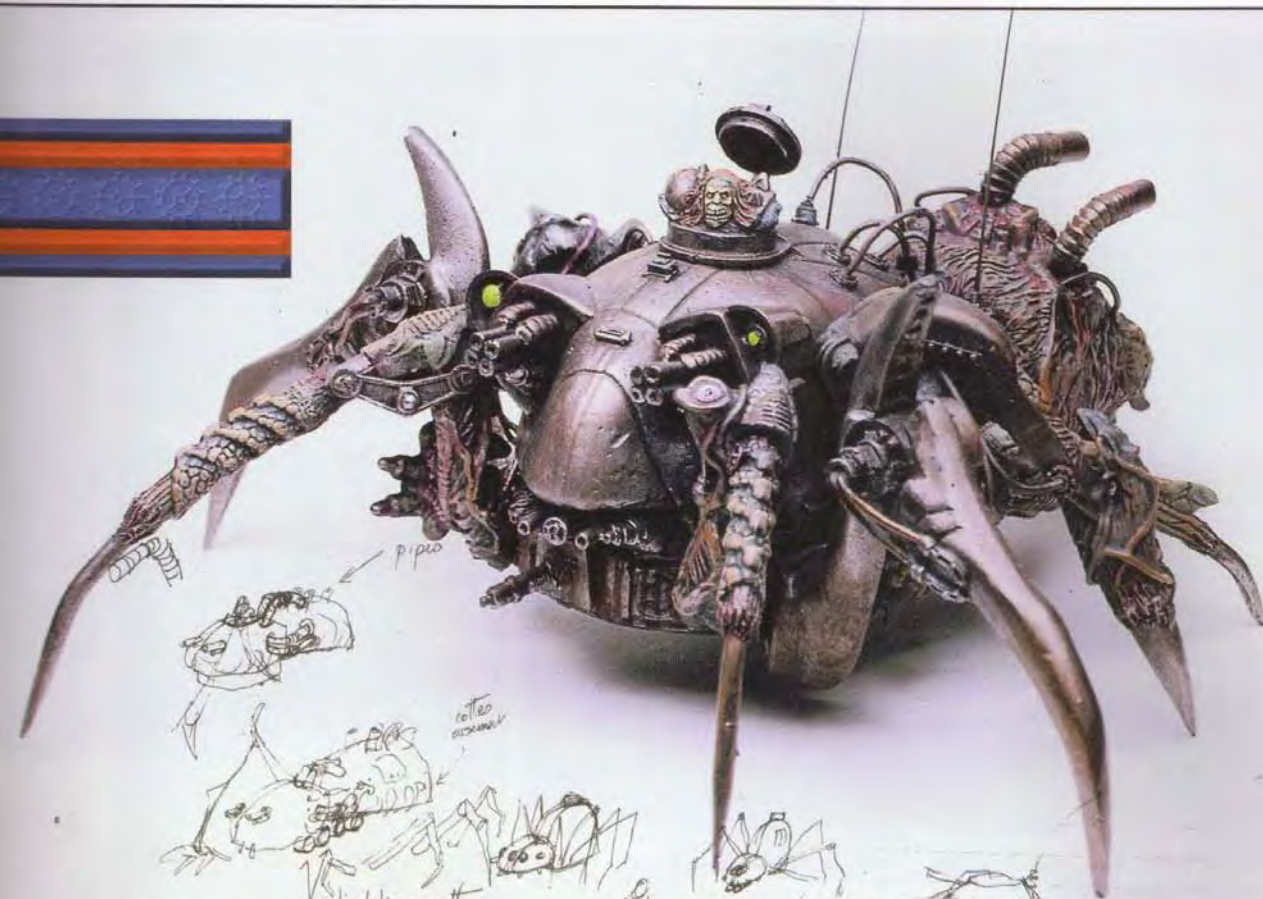
A new antennae and radio unit has been attached to the rear of the turret, whilst a

carriage containing extra wheels and new guns have been added to the side. Various arc lights, lamps and radar devices have also been attached to the turret and some new plates made of plasti-card have been added too. The main hatch to the turret has been upgraded with the addition of a second, minor turret containing a machine gun on the roof.

Painting

When taking on a painting job of this magnitude, it is more important than ever to paint each of the major components sep-





arately; because once it's assembled it becomes a cumbersome nightmare to handle. To begin with the whole thing was painted a very dark grey and from here I built up the highlights to light grey by starting with a so-called "wet" dry brush (a technique which involves loading your dry brush with more paint than you usually would). From here I slowly worked up the highlights using less paint on the brush each time, until the final highlights were little more than a dusting of color.

The metallic areas such as gun barrels, chains, pipes and the like started off at Mortis Black and were dry brushed with either Tekron Bronze, Violator Metal or Gun Metal.

To add character to the model's paint scheme I've also painted on a few areas of mud spattering and rust, but not too many! Remember this tank is a piece of high quality military engineering from Bauhaus and certainly not prone to rust.

Final Thoughts

These specific kits are not currently available and there are no rules, as yet, for using such large vehicles in Warzone. However, there is nothing to stop you buying similar scale models of tanks and armored vehicles and using them for effect in your battles. You can even try scratch building and converting them, and if you have the inclination, you might try putting down some rules to use them in your Warzone battles.



Here are some more of Jean Jacques' conversions, along with some of his concept sketches.

The Dark Lord's Promise

Continued from issue No. 1

"Answer for their fear,"

"Which I cannot stop."

"Answer for their pain,"

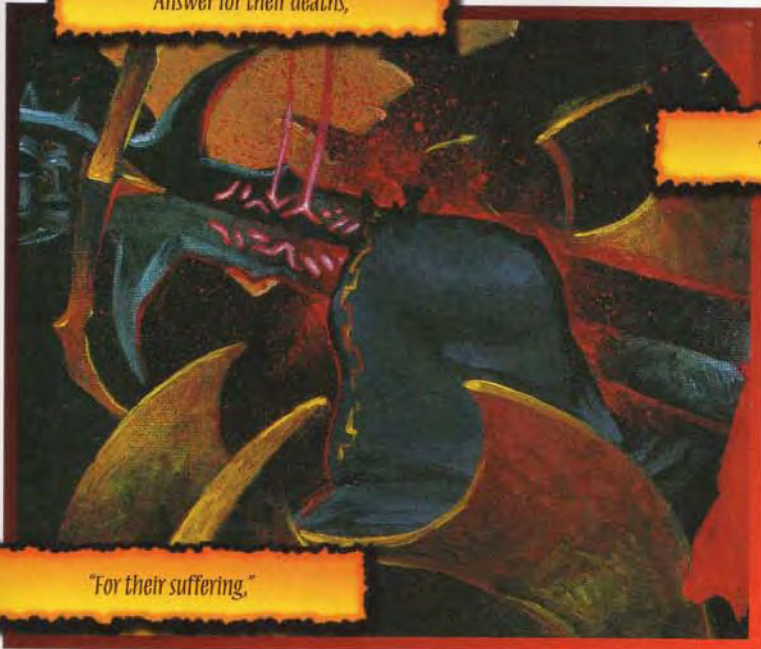
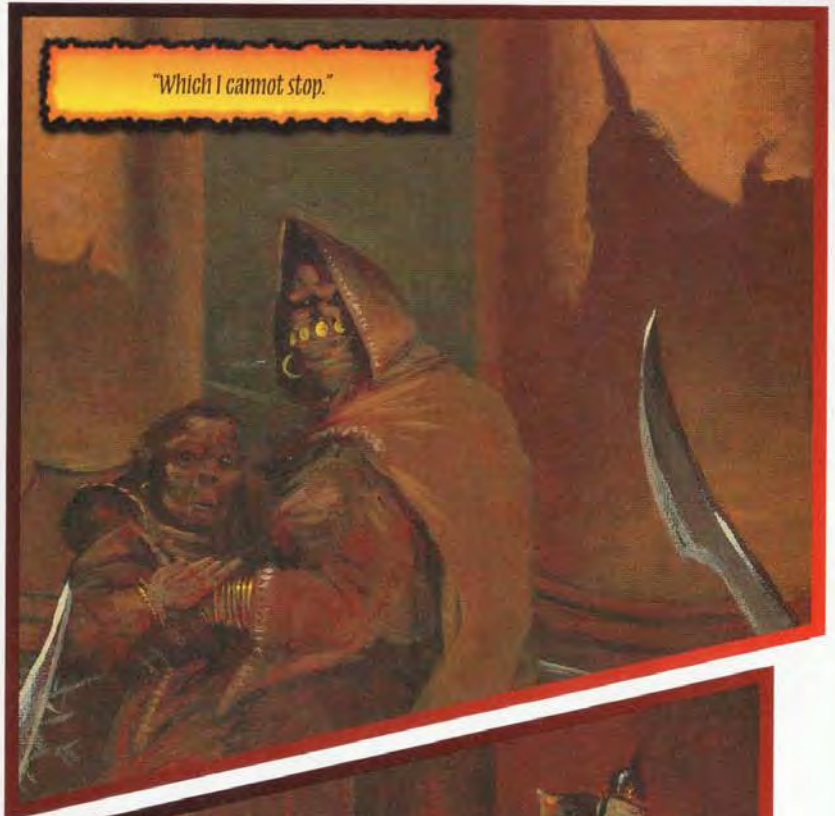
"Which I cannot end."

"Answer for their deaths,"

"Which I cannot share."

"For their suffering,"

"Which I cannot bear,
nor bear to forget."

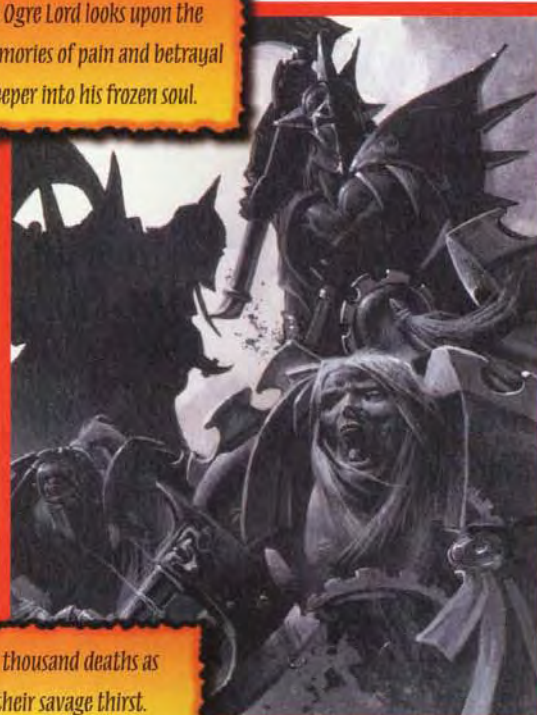


THE DARK LORD'S PROMISE

Charnel clouds darken the sky as the Firstborn camp is consumed by flames.



The Nameless Ogre Lord looks upon the slaughter as memories of pain and betrayal carve ever deeper into his frozen soul.



The Firstborn die a thousand deaths as the Devout slake their savage thirst.



Legions of skeletal undead warm their blades in coursing Firstborn blood.



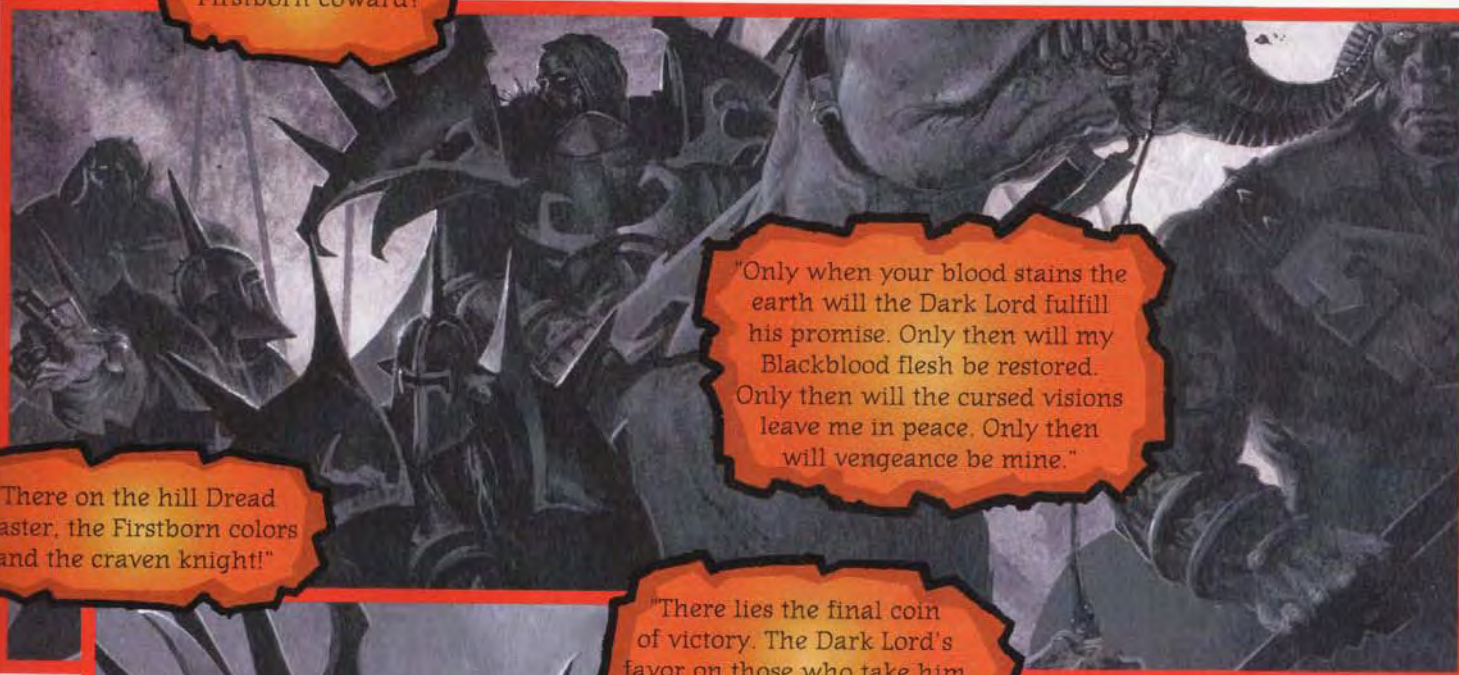
A deathly pall hangs over the battlefield as the Devout trample their vanquished foes into the mud.

THE DARK LORD'S PROMISE



The Devout savor the last of the killing but the Nameless Ogre Lord is restless. The Firstborn commander has fled the field and victory will remain incomplete until his soul is delivered into the abyss.

"Where are you Firstborn coward?"



"There on the hill Dread Master, the Firstborn colors and the craven knight!"

"Only when your blood stains the earth will the Dark Lord fulfill his promise. Only then will my Blackblood flesh be restored. Only then will the cursed visions leave me in peace. Only then will vengeance be mine."

"There lies the final coin of victory. The Dark Lord's favor on those who take him and eternal pain to those who let him escape."

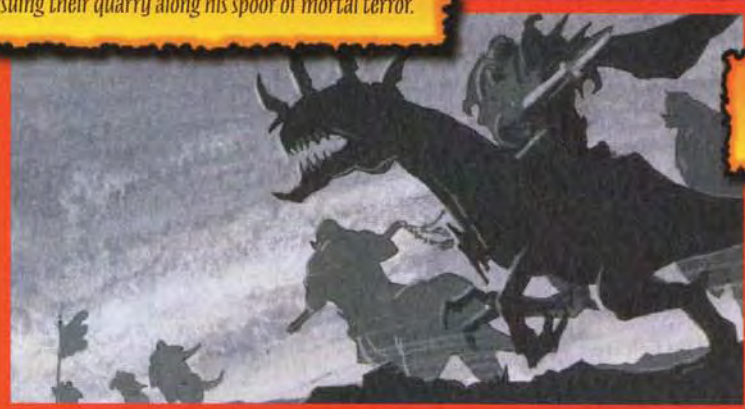


Fear spurs the Firstborn onwards, but the darkness is crowded with the sound of pursuit.

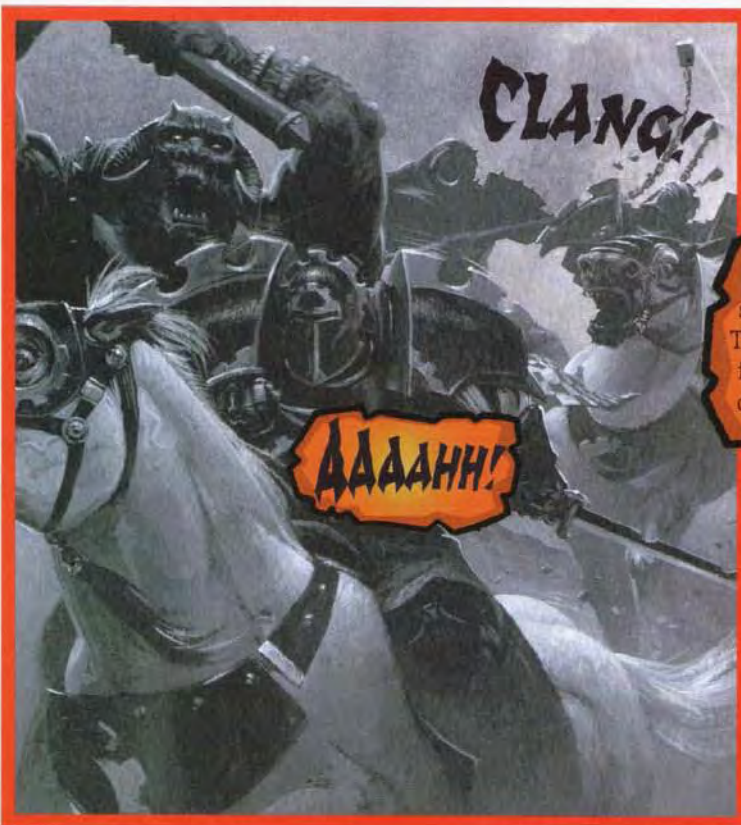


"Faster hellish steed! Nothing shall stop me from discarding this Firstborn life."

Flanked by the Damned the Nameless Ogre gives chase. Pursuing their quarry along his spoor of mortal terror.



The Firstborn horses scream shrilly as terror overtakes them.



CLANG!

AAAAHH!

"You are mine spineless mortal. There is no escape from the shadow of the Dark One."



CRUNCH!

CONVENTION NEWS

Origins '98 And Gencon '99



Tony Swanson handles the Chronopia romp in the desert. ➤



Every year there are many conventions and games fairs throughout the world, where gaming enthusiasts can participate in their favorite games, see impressive displays and dioramas, and meet the folk who make these games. In the United States two of the biggest such shows are Gencon and Origins, and during 1998 Target Games attended both these shows, hosting demonstrations of Warzone and Chronopia.



Dave Wood runs a group of gamers through Warzone. ➤



GenCon

GenCon, held in August in Milwaukee, Wisconsin, is probably the premiere gaming event of the year in the US and Target was on hand in a big way. We brought almost our entire line of merchandise to sell and we had four demo tables at our space in the exhibit hall. We had two Warzone and two Chronopia tables running non-stop almost the entire weekend. In addition we set-up a table for painting lessons and demonstrated the tricks of the trade to neophytes and old hands alike. Freelancers from all over the country came out to lend a hand and did a fantastic job, whilst a group of gamers came up from one of our Cartel stores to join in the fun. The Realm are that store ladies and gentlemen, and

they challenged us to a Warzone game. Tired from a long day's work messing around with figures, but undaunted nonetheless, our Freelancers made their way over to the miniatures area. The group from The Realm was so large we had to split into two battles. Our Freelancers and their opponents went at it until the wee hours of the morning and had a great time of it.

GenCon '99 looks to be as exciting as last year's and Target Games will have a bigger and better presentation. We'll be expanding to six booths and adding more demo tables as well as more product from our growing range of miniatures and games. Come out and see us, learn how to play, learn how to paint miniatures, or just stop by and see what's new! Hope to see you there.

Origins

Origins is held in Columbus, Ohio over the weekend of July 4th and attracts a large crowd of CCGers, RPGers, board gamers and of course miniature enthusiasts. Target Games attended the show with Chessex distributors (now Alliance), and had Warzone and Chronopia demos side by side all weekend in the dealer's area. In addition the Erie Elite, a local freelancer Warband, ran scenarios and tournaments in the miniatures' room. Target Games will be attending Origins on our own this year and we'll have a four-booth sales and demonstration setup.



➤ Gamers check out the Chronopia and Warzone goodies.



Bill Retland, Jim Williamson, and Tony Swanson ponder strategy as they prepare for their battle against Team Realm. ➤



Linda Robertello shows some new painters the ropes. ➤

Tournament Rules for Warzone and Chronopia

By Patrick Casey



These rules are presented as a guideline to anyone wanting to hold a tournament of their own. Of course they're not the only rules that you can have, and I'm sure that you'll end up making your own. These guidelines provide you with a standard procedure for facing new opponents in club championships, tournaments, or any other time you play in a competitive manner. Also, some people prefer this style of play as it limits the excessive use of heavy support vehicles, rare monsters and unrealistic armies.



Different Tournament Systems

Clearly there are as many different ladder ranking, league and tournament systems as there are games and clubs. So, here are two suggestions that could be useful when organizing your own tournaments. They should probably last a day or two, depending on the number of players and gaming tables that you have:

Swiss

This system is useful when you have a lot of participants and generally provides the players with quite even matches after the first round. Firstly write down all the names of the contestants, "put 'em in a hat" and randomly generate the first round of battles. After the first round of battles write down the results and also calculate the difference in gained victory points and lost victory points of each player. By doing so you will end up with a positive or a negative result for each player. From these results you can derive a ranking list where No. 1 at the top of the list is the one with the best difference in victory points and the player at bottom has the worst difference in victory points. In the next round of play the player ranked No. 1 will face player No. 2 and player No. 3 will face No. 4 and so on. If a player has already faced an opponent before then he should face the next one on the list. And so it continues, after each round of battles a new ranking list should be drawn up and from that you will see who will face whom.

Round Robin

This system is useful for quick one-day tournaments with few participants. It's basically a tournament where everybody plays one battle against all the other players. The order in which the players face each other is of no great importance but it's best to pre-determine it so that no confusion arises. Be sure to write down the results so that you can determine a winner after all the battles have been fought.

Player	Army	No.
Grizelda	Bauhaus	1
Henry	Brotherhood	2
Bill	Cybertronic	3
St. John. Smythe	Dark Legion Muawijhe	4
Roderick	Imperial	5
Kurt	Mishima	6
Larry	Capitol	7
Loretta	Dark Legion Semai	8

After the randomization the first round of battles were determined. Grizelda (No.1) will play Henry (No.2). Bill (No.3) will play St. John. Smythe (No.4) and so on.

After playing a set number of rounds (i.e. 4), and adding all the additional victory points (painting points, fair play points, etc. see below) the 2 players with the best ranking should play the final, and the 2 following (No.3 & No.4) should play for third place. It's useful to keep the results in an orderly manner.

Name	VP Gained	VP Lost	VP Balance	New Ranking
Grizelda	3165	1065	+2100	3
Henry	4234	1132	+3102	1
Bill	4561	2561	+2000	4
St. John. Smythe	5126	2025	+3001	2
Roderick	3432	1450	+1982	5
Kurt	1780	2630	-1150	7
Larry	2875	3150	-175	6
Loretta	271	5678	-5407	8

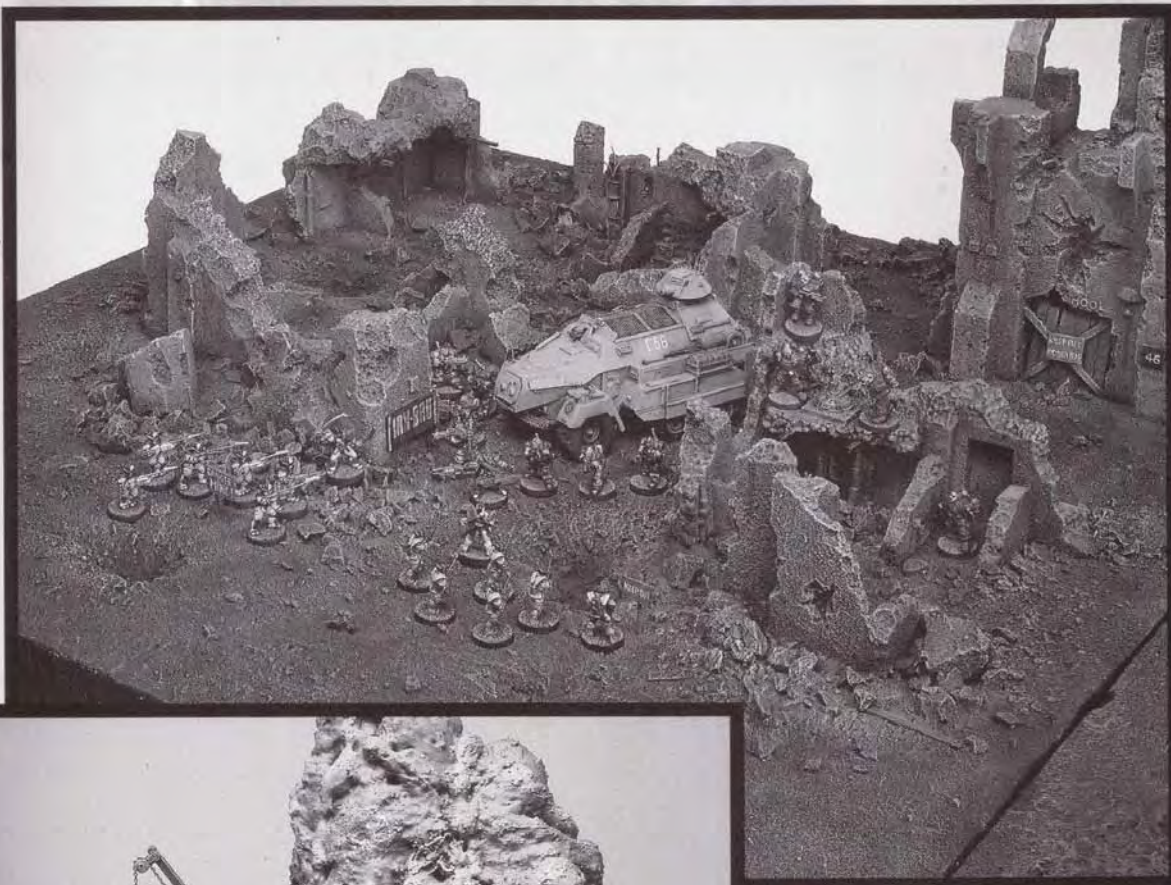
After some rounds of play, the gained and lost victory points are recorded and the new balance is generated and the next round of play is determined by the new rankings. So after this turn Henry (new No.1) will play against St. John. Smythe (new No.2) and Grizelda (new No.3) will play against Bill (new No.4) etc.



After the final round of battles

Name	VP Balance	Fair Play VP	Total VP
Grizelda	2100	1 Vote = 500	+2600
Henry	3102	1 Vote = 500	+3602
Bill	2000	3 Votes = 1500	+3500
St. John. Smythe	3001	0 Votes = 0	+3001
Roderick	1982	1 Vote = 500	+2482
Kurt	-1150	0 Votes = 0	-1150
Larry	-175	1 Vote = 500	325
Loretta	-5407	1 Vote = 500	-4907

After the final round of battles the Fair Play points were added on. Henry and Bill will battle in the final, and Grizelda will play against St. John Smythe for third place. Mr Smythe would have had a shot at the final if he hadn't been such a bad mannered player, so be polite on the battlefield!



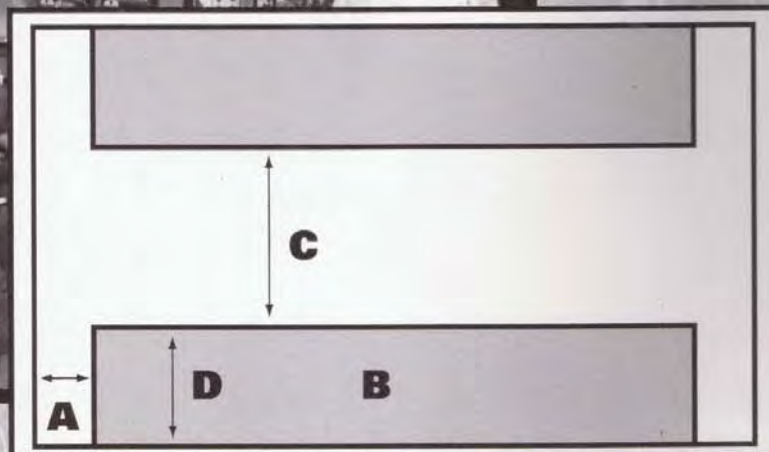
Setting Up The Battle

Your tournament table should be approximately 6' x 4', just as described in the main rules. It's fairly important that all the playing areas in the tournament are of similar size so that everybody playing is doing so under the same conditions.

Terrain

Approximately 40%-50% of the table area should be taken up by terrain to allow for a balanced battle. This can either be decided beforehand by the Umpire or by the players when starting to play. The following rules should be applied when players are placing the terrain:

- Both players roll a D20.
- The player with the highest score places the first piece of terrain. Players then take it in turn to place the terrain until a predetermined number of terrain pieces are placed.
- Terrain cannot be placed in the deployment zones.
- Then roll a D20 again and the player with the highest score gets to pick which deployment zone he will use.



Deployment

Deployment is handled just like in the main rules except for the size of the deployment zones. In order to get a faster battle, troops aren't allowed to spread out as much and may not deploy within 12 inches of the sides of the table.

- A: 12 inches
- B: Deployment Zone
- C: 24 inches
- D: 12 inches

Units that have an ability that allows them to enter the tabletop outside of the deployment phase (i.e. Parachute Deployment, Unseen Assailant) must enter the tabletop before the last turn or not at all.

Tournament Limits

General Tournament Limits

- Each battle should last no more than 5 turns or 2 hours, whichever comes first.
- You may have no more than 2000 points in your army
- You may only have a single "one-off unit" (Units restricted to one per army) in your army
- No Personalities

Warzone Specific Tournament Limits

- You may only have one Heavy Vehicle (vehicle of size 6 or more) in your army
- You may have no more than three Units capable of Supernatural Powers

Chronopia Specific Tournament Limits

- Units with Special structure count as Individuals for tournament battles. For calculus purposes (e.g. working out victory points) add all the wounds of the different parts of the Unit together and use the sum as its number of wounds.
- You may have no more than two Units capable of buying spells or similar effects.

Winning The Battle

After the last turn is played (or the time has run out) victory points are calculated to determine the winner. Victory points are gained as follows:

- You get the sum of the Points Cost of all the enemy's casualties in victory points.
- You get 50% of the Points Cost of all your remaining troops in victory points.
- For every enemy Squad or Warband that was completely wiped out you get 50% of its point cost in victory points in addition to the points you got for killing the models.
- For every enemy Squad or Warband that was Panicked when the game ended you get 25% of its point cost in victory points in addition to points for any models that you killed from that Squad.
- For every Individual / Vehicle / Necrotech Construct that was killed / destroyed you get 50% of its point cost in victory points in addition to the points you get for killing the model.
- For every Individual / Vehicle / Necrotech Construct that was reduced to half its number of wounds

or less (but not killed) you get 25% of its Point Cost in victory points.

- For every Individual / Vehicle / Necrotech Construct that was panicked when the game ended you get 25% of its Point Cost in victory points.
- Units that didn't enter the table at all count as destroyed when calculating the victory points.

Additional Victory Points

To add a level of competition in your tournaments there are certain elements that you could add:

Points for painting: Tournament organisers often like to see that the competing armies are painted, since playing with properly painted units looks considerably better than undercoated ones. Giving people points for painting is a great way to encourage players to paint their miniatures. However, some people seem to have a natural talent for painting and some people just can't get it quite right. To compensate for this you could either use the quality of painting as a tiebreaker, or simply give people Victory points penalties if they haven't painted their entire army. In any case, you should give at least 50% of the points available for painting if they have taken the effort to paint their entire army. Also reward the player if they made their army look uniform or had a strong theme.

Fair Play: You should always have a way of

rewarding fair play. Either you have a set amount of victory points that you let the players hand out after all the non-final battles have been fought or you have a special prize set aside for the player that is awarded Mr/Mz Fair Play.

Army Composition: By putting points to the way people construct their armies you ensure that people turn up with nicely balanced armies instead of "4 Legionnaires and 1 Razide, 4 Legionnaires and 1 Razide etc. or 4 Undead Swordsman and 1 Tormented, 4 Undead Swordsman and 1 Tormented etc."

A well-composed army is one that is coherent with the unit-descriptions and the background of the game. Always make sure that the players are aware of what a well-composed army should look like.

Lastly...

At the end of the day, all of this is about playing games and having fun. No matter what restrictions, rules or prizes that your tournament encompasses, you should always bear in mind that competitive play is at its best when all the players enjoy themselves. So make sure that everything is well prepared and all the rules are laid out properly for everybody to see. Above all, be a fair umpire, nothing is more likely to get you stabbed repeatedly with pointy miniatures than unfair umpiring. Enjoy!



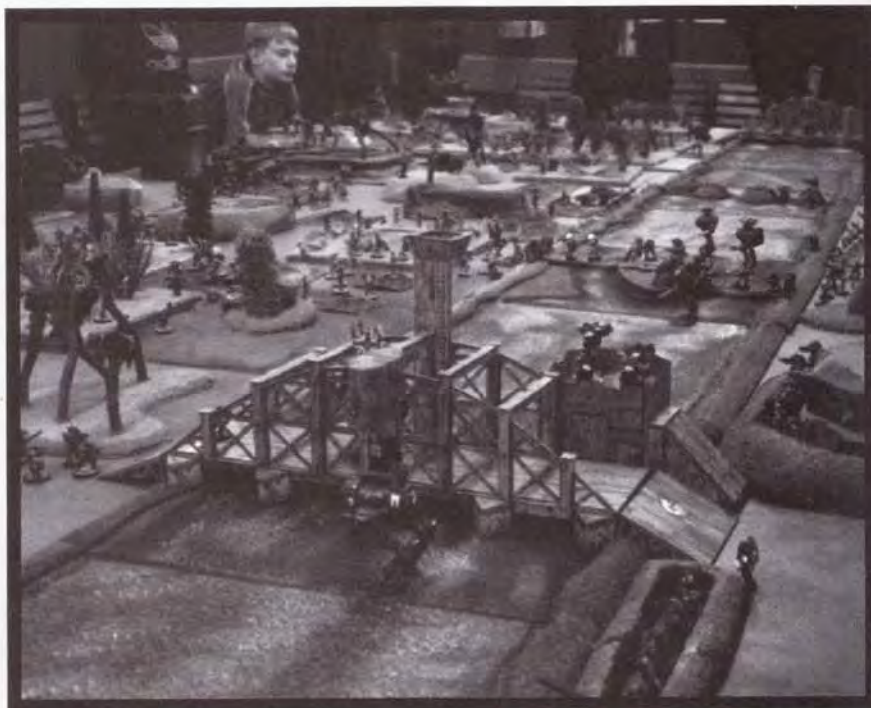
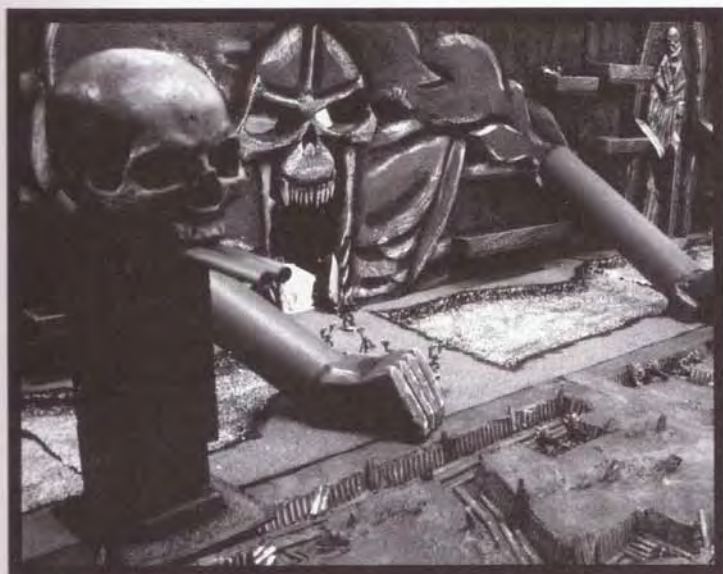
Warzone Mayhem In Britain!



Britain is going Warzone mad! Not only is the solar system at risk, but your home town is likely to be invaded by the Dark Soul's followers as well. Our corporate spies tell us that new warzones are popping up all over the Isles and in Telford in the Midlands, Questing Knight Games has recently arranged two massive Warzone games. The first

game is part of their running campaign, and the scenario was a Capitol force attacking a Dark Legion Citadel (check out the Citadel that these guys built, pretty impressive eh?). The battle in question was 4,000 points of Dark Legion being attacked by 6,000 points of Capitol, and in the end the Dark Soul got the better of the Corporation. In the second game a whole

22,000 points(!) battled over the possession of the Imperial Bridgeheads on a 16'x8' table(!!) and in the end the Dark Legion once again came out on top as they slaughtered the forces of Imperial, Capitol and Cybertronic. We applaud the guys at Questing Knight and their local club who made these two games possible and hope to see more such events in the future.



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FRONTLINE

Target Games World Wide Gaming Service

What is Frontline?

Frontline is the Target Games Gaming Service. This means that you can get answers to any questions that you might have concerning our products. All of the staff on our side of the planet Earth's glorious communications network are hard-core gamers just like you, and will be on hand to do the following:

- Answer all your rules questions that concern our games
- Give you advice on building armies both for Chronopia and Warzone
- Give painting and converting tips straight from the horse's mouth
- Gossip about the new and hot Target Games projects
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How do you contact us?

Post, Fax or E-mail is probably the easiest and English is the only language we can handle at present. See below for details.

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chronopia.custserv@target.se or
warzone.custserv@target.se

Fax No:

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HALL OF THINGS

How To Get Your Stuff Published:

We'd like to see more of this sort of stuff here at the old studio so get it sent. Unfortunately we can't return your material unless you send us the appropriate postage and packaging to send it back. Also, if you've got any ideas for articles, don't be shy, type them up and send them too.

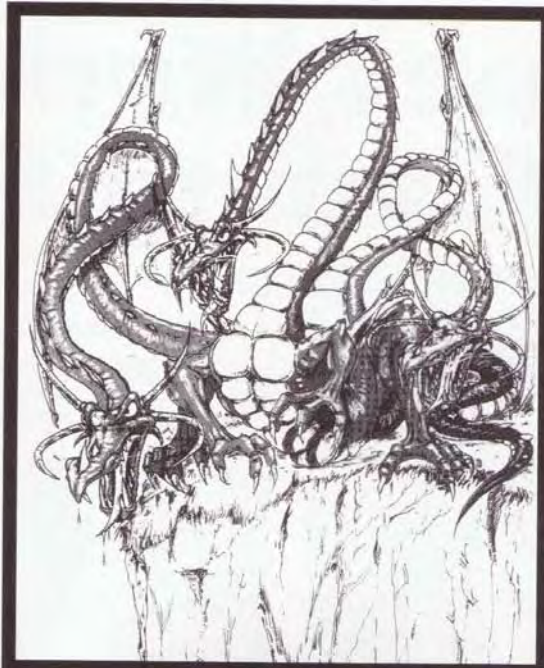
Here are some general guidelines:

- ⊕ Typed or printed manuscripts should be double spaced, and if possible spell and grammar checked.
- ⊕ Try to ensure that any photographs you send are bright, in focus and of a reasonable size in the frame (it's no good if we need a magnifying glass to see your models). It would also be handy if you sent us an up to date snap of yourself.
- ⊕ Keep text short! Articles should be no more than 3,000 words long and no fiction please, just gaming stuff like tactics, scenarios and such.

All we can offer you in return for your submissions is your name in lights, but hey, think what your mates will say. And providing your English isn't too atrocious, we'll even tidy up your manuscripts for you, giving it the gleaming, ultra professional finish that you'd expect from New Era Chronicles.

Send your submissions to:

New Era Chronicles
Submissions Dept.
Target Games UK Ltd.
Suite 8
2 Commercial Street
Edinburgh
EH6 6JA



⊕⊕ Check out these top-flight illustrations from surly bloke Oliver Magsud.



Way back in the mists of time, when Chronicles was young and carefree, before it became the world-conquering publication that is New Era Chronicles, we ran an ad asking you to send in samples of your artwork, miniature painting, sculpting and what have you. Well, some folks actually went for this, so here are some of the best, with apologies for the wait.



⊕ Marcus Tanzen's Firstborn Judge broods on his throne



WARZONE & CHRONOPIA

New Releases

Future Warzone and Chronopia
Box Set releases include...

Devout Abyss Crawler	#20518
Stygian Sisters of Tiamat	#20519
Dwarven Warshields	#20520
Capitol Orca Battlesuits	#10529
Bauhaus Jungle Kommandos	#10530
Bauhaus Jaegers	#10531



HMG Specialist

£2.50/\$3.50

Sergeant

£2.50/\$3.50

Kapitan

£2.50/\$3.50

£2.99/\$4.95

Hussars



 A large proportion of the Bauhaus military machine is comprised of Hussar regiments. These excellent all-round soldiers are so well trained and equipped they're a match for most of the other corporations' elite Units. Hussars are undeniably some of the most formidable regular Units in the solar system, and are to be seen in just about every theatre of war involving Bauhaus.

 In general, squads involved in skirmishes require some sort of support and in most cases this will be provided by an HMG Specialist who is trained in the use and maintenance of man portable heavy machine guns.

 Hussar Sergeants are armed with shotguns to provide additional suppressive fire support in close range firefights.

 There are two different combinations of armaments available to the Kapitan of Bauhaus Hussars, one of which is the HMG, and the other, the SMG and hand grenades option providing excellent close range assault capability.

Bauhaus



#1220

#1219

#1218

#1217

Soulflayer



These awesome winged demons of the Dusk Realms are massively potent and possessed of a powerful and disturbing presence. Tough and resilient, their veins pulsing with burning ichor, they are mighty opponents. The Soulflayers main weapons, apart from its cruel and alien intelligence is the ability to spew forth gouts of balefire and the Bone Cleavers that it wields with unholy efficiency.



£19.99/\$29.95

#20516

Devout



Etoiles Mortant Troopers

Sergeant

Hero



The Etoiles Mortant are close assault troops sworn to fight and die in the struggle against the Dark Legion. This all-female unit attacks in concerted groups, using the art of camouflage to get close to their enemy.



Having developed greater skills at single combat and cool under pressure than their sisters, these Etoiles Mortant have risen to the rank of Sergeant.



For whatever reason, it is now forgotten and of no consequence, the tradition of the Etoiles Mortants has been to admit only women. The deadliest of these are undoubtedly the heroes.

Bauhaus



£2.99/\$4.95

#1206

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Brotherhood Troopers



The Troopers form the backbone of the Brotherhood army. They are well trained, versatile and dedicated even unto their last dying breath.

Brotherhood



£2.99/\$4.95

#1203

Sergeant



Leading Brotherhood Troopers into battle are their Sergeants, amongst whom you will find some of the most zealously dedicated hunters of the Dark Legion anywhere in the human race.

£2.50/\$3.50

#1201

Heavy Weapon



Supporting squads of Troopers against the solar system's sinners are Brotherhood LMG Specialists. Their weapons provide excellent suppression up to medium range.

£2.50/\$3.50

#1202



£2.50/\$3.50

Necromutant

#1207



These foul shells of stinking meat harboring the sinister hatred of the Dark Soul were once humans. However, the torment and degradation of the distortion chambers have reduced them to this.



Dark Legion

Sea Lions

#10528



The Sea Lions are Capitol's tactical jungle troops. They mostly operate on Venus where their jungle training can be used to the full. The Sea Lions are noted for their courage, and several notable individuals have risen from their ranks, the famous Mitch Hunter in particular. The Sea Lions are well equipped with the trustworthy M-23 Assault Rifle and a sword for the close up fights that so often occur in the jungle.



Capitol



£11.99/\$16.95

Vulkan Battlesuits

£14.99/\$24.95



 Vulkan Battlesuits are heavily armored, powerful contraptions controlled by a crewman via a system of complex pressure valves and servomotors. It effectively turns the soldier into a mobile weapons platform capable of engaging even Dark Legion monstrosities in close combat.

#10526

Bauhaus



Horn-Skull Champion

£2.50/\$3.50



The Horn-Skull Champions are more often than not seen amongst the ranks of the Legion of the Horned Ones, either leading a charge in a frothing, berserk-like state or bolstering the morale of their kin in desperate situations.

#2557



Dwarves



Iron Guard



 Many a hopeless battle has been turned to glorious victory by the unshakeable discipline of the Iron Guard as they closed ranks, lowered their spears and formed the awesome shield wall.

Firstborn



£2.99/\$4.95

#1403

Standard Bearer



 Carrying the standard of the Iron Guard, which is respected and feared all over Chronopia, the mere presence of an Iron Guard Standard Bearer can have devastating consequences for the morale of enemy troops.

£2.50/\$3.50

#1402

Leader



 Responsible for spurring his already indomitable troops on to even greater glories the Iron Guard Leaders cut an impressive and valorous figure on the battlefield.

£2.50/\$3.50

#1401

High Templar



 The High Templar is a particularly vicious example of its species, earning the right to wield the less crude, more versatile Templar Swords instead of the maces carried by lesser Templars.

Void Cannon Specialist



 Providing the support for the close in fighting preferred by Templars is the Void Cannon specialist, armed with bizarre alien weapons capable of projecting gouts of freezing, crushing emptiness from somewhere else into this plane.

Dark Legion



£2.50/\$3.50

#1221

£2.50/\$3.50

#1222

£2.99/\$4.95

Blood Berets

£2.50/\$3.50

HMG Specialist

£2.50/\$3.50

Hero

£2.50/\$3.50

Sergeant



 Those who can pass the savage training regimes might just make it into the ranks of the Blood Berets. They are one of the most famous regiments in the solar system, formed over a thousand years ago during the Venus Crusade.

 HMG Specialists support their squads with a lethal hail of close in suppressive fire. An enemy bold enough to charge a Blood Beret position when one of these is waiting rarely makes the distance.

 Also equipped for a range of tactical possibilities in a similar fashion to the Sergeant, the Blood Beret Hero prudently keeps some distance between himself and the enemy with the choice of a shotgun for close in fighting.

 Armed with an assault rifle for long range firefights, and a deadly combination of machine pistol and chainsword for close in combat, the Blood Beret Sergeant has a formidable scope of tactical uses.

Imperial



#1227

#1226

#1225

#1224



Mounted Hussars



 Mounted Hussars ride into battle on the backs of reptilian saurians bred for battle. Their intensive jungle training make them excellent Venusian reconnaissance troops, gathering intelligence and establishing lines of communication.

#10525

£12.99/\$19.95

Bauhaus



Horned Ones Legion

Standard Bearer

Leader



 Famous for their ferocious ram-attack the Legion of the Horned Ones has earned great acclaim for defeating the Devout in a bloody campaign fought in the dark tunnels of the Dwarven Labyrinth.

 The Dwarf given the honor of carrying the revered Standard of the Horned Ones into combat bears great responsibility, for whilst the banner is held aloft, the others in his squad will fight with terrifying ferocity to protect it.

 These formidable Dwarves are more experienced than their eager subordinates and keep the impetuous young Dwarves from butting off more than they can hew. As it were.

Dwarves



£2.99/\$4.95

#1406

£2.50/\$3.50

#1405

£2.50/\$3.50

#1404

Mounted Hussar Kapitan



In the cramped and confusing confines of the Venusian jungle, the Mounted Hussar Kapitan orders his troops efficiently and coolly, much to the detriment of less experienced foes.

#9709



Bauhaus



£5.99/\$9.95



#9710



Just like his predecessors, the Cardinal believes it important to join his congregation in the struggle against the festering legions of the Dark Soul. Though many others surpass his martial skills there are none that come close to his understanding of the Art. He is an uncompromising leader steering humanity through the darkest of times.



Brotherhood



£2.75/\$3.95

Maidens of the Blade



Blade Maidens are female warriors who have chosen to walk the same path as the famous Black Sisters of the Firstborn. They wear little in the way of armor, since their best protection is their courage and their skill at arms with the two-handed sword. Thus their reputation has come to rival that of the most prestigious elite units on Chronopia.

Sons of Kronos



#20517

£11.99/\$16.95

Undead Legionnaires



The ranks of the Dark Legion are filled with the pitiful and terrifying Undead Legionnaires. Animated by the Dark Symmetry these creatures were once human but now they serve the Dark Soul forever.

#1208

£2.99/\$4.95

Dark Legion



Purple Sharks



The Purple Shark is a two-man aerial heavy-scout vehicle from the Capitol Air Cavalry, used to support ground forces as well as for fast scouting and raiding missions. It is fairly heavily armored and boasts twin linked S-52 LMGs as its main armament. The addition of a passenger seat for a grenadier allows this vehicle to perform in an all-round tactical role as well as recon missions.

£12.99/\$19.95



Capitol

#10527



Dwarves



#20514

Axe-Horn Warriors

£12.99/\$19.95



The Axe-Horn Warriors are the brave hearts of the Clan of the Horned On. They are notorious for their savage battle charge, bowling over the enemy with their horned helmets before hacking at them with their enormous double-headed axes.



£5.99/\$9.95



Mounted on their vicious, Ram-like beasts, the Horned Raiders can cover large distances and are frequently deployed in attacks far behind enemy lines. Their unwavering loyalty for their clan combined with their particularly dangerous Bladed Flails has often granted them a bloody victory on the battlefield.

#2829

Dwarves



Horned Raider



£4.99/\$7.95



With its HMG, its whirling chains and its mastery of the Dark Symmetry, the Nephrite of Ilia makes no pretence of hiding its superiority on the battlefield. They delight in drawing on powerful elemental forces and unleashing them on the abject mortals cowering before them.

Dark Legion



Nephrite of Ilia

#9708

Flying Dragonbane

£19.99/\$29.95



The Flying Dragonbane rule the skies of Chronopia. It is the greatest honor for an Elven noble to earn the right of riding one and thereby the epithet of Sky rider. Upon pinpointing their quarry, Flying Dragonbane swoop down from above with devastating effect, whilst the Sky rider attacks with lance or javelin.



#20515

Elves



NEXT ISSUE: DEAD SEA CHRONICLES

"I'll pick an alpha force from my troops, keep the numbers down so we can move quickly through the terrain. We'll approach obliquely, avoiding the railway, which is bound to be heavily guarded, and kick their zombie asses all the way back to Nero."

"Colonel Hunter, I want you to keep this mission tight and disciplined. Divisional HQ will take a dim view of any gung ho outbursts that might jeopardize the integrity of the operation. Do I make myself understood soldier?"

Capitol vs Dark Legion battle report on the Martian high ground.

The foreboding entrance to the Stygian Ziggurat looked like a great, unblinking pupil in the bright noon-day sun, staring at Canix from the pale expanse of desert. The Elf sighed and hitching the ivory bow over his armored shoulder, he scrambled back down the powdery dune to where the rest of his camp waited. This miserable, arid climate really didn't suit the folk of the House

of the Crystal Lotus he concluded, longing to be somewhere altogether chillier, more bracing than this stultifying heat. - Elves vs Stygian scenario in the northern reaches of the Land of Two Rivers.

Also next issue we've got a terrain building workshop from Garbage Can Alex, stage by stage painting guides from Mark McNaught, a Capitol Corporation feature and many, many other fine articles besides.



Bulletin Board

For all the information on what's up and coming in the worlds of Warzone and Chronopia.



The Dark Lord's Promise

Episode two of Adrian and Pete's Chronopia comic.



The Chosen of Vrax

A Dark Legion sample army generated to show you a good troop balance for your 1,000 points.



Painting the Bauhaus Mounted Hussar

More of Mark McNaught's stage by stage painting wisdom.



The Dwarven Labyrinth

A preview of our spanking new supplement for Chronopia



The Holy Redemption

A new type of assassin for the Brotherhood and some rules for taking it on special ops.

Dwarven Labyrinth-out now!

This is the realm of the Dwarves and I watch as they venture once more into the Feral Dark. Slowly but surely the Titan Seals are opening and the Labyrinth is coming back to life. But far to the north around the forsaken Ringhold of Gorrak Din the Dark Prophet Nemeth has turned his attention to the Labyrinth and the Dwarves who seek to take back what was stolen from them. Even now his forces descend into the earth to crush the Dwarves that would challenge his seat of power.

"I walk the endless darkness with the spirits of the dead and I see many things. I see the Devout pouring into the Labyrinth, filling the darkness with a deeper shade of night. I see my Dwarven brothers fighting with endless courage. Soon my brothers will learn of the forces ranged against them and they will know that they are doomed."



Painting the Dark Tusk Hero

Mark McNaught guides us through the production of a perfectly turned out Dwarf.



The De Gama Tributary Incident

Max Steiner leads a combined force of Bauhaus and Brotherhood against the Dark Legion in this night fighting scenario.



How to with Alex

Garbage Can Alex steps up to show us how making subterranean scenery is done.



Tournament Rules for Warzone and Chronopia

The guide to running your own tournaments gets off to a flying start as we fail to locate the malt house conveniences.



A Darkness Beyond

Mark Brendan and Patrick Casey slog it out once again in this month's battle report, which pits Dwarves against the Devout.



Bauhaus "Grizzly" Tank

A special modeling feature by terrain builder par excellence Jean Jacques Chaboissier.